

# PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

Game Boy<sup>®</sup> Advance, Nintendo DS<sup>™</sup>, Nintendo GameCube<sup>™</sup>, PlayStation<sup>®</sup> 2, Xbox<sup>®</sup>

## THE LEGEND OF SPYRO<sup>™</sup> A NEW BEGINNING



### SPYRO'S BREATH POWERS REVEALED

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ESRB





## PRIMA OFFICIAL GAME GUIDE

Stephen Stratton

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# THE LEGEND OF SPYRO™ A NEW BEGINNING



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Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their [incite.com](http://incite.com) video game website.



We want to hear from you! E-mail comments and feedback to [ssatton@primagames.com](mailto:ssatton@primagames.com).

# Introduction

Thank you for purchasing Prima's Official Game Guide to *The Legend of Spyro: A New Beginning*. This book may be small, but it's jam-packed with every tip, trick, and nugget of info we could fit into it—and that's a lot! There's a surprising amount of depth and strategy to be found in this colorful game, and Spyro fans of all ages will no doubt have a blast playing through the little purple guy's latest adventure. With this guide at your side, you're sure to get the most out of every minute you spend in Spyro's exciting new world.

## How to Use This Book

There's no point in reading a guide you can't follow! Here we describe exactly what's contained in each major section of this book.

### GAME BASICS



This section of the guide touches on all aspects of gameplay, from basic controls and game options to details on Spyro's unique moves, attacks, and breath abilities. Read to

learn how to survive and thrive in Spyro's world.



## SPYRO'S PALS



Not every being in Spyro's world means him harm. There are a handful of benevolent souls out there who are willing to put their necks out and stand with Spyro against the cruel reign of Cynder. We think these noble creatures deserve a special mention, don't you?

## CYNDER'S MINIONS



Battling the forces of evil is a dirty and dangerous job, but someone's got to do it... and that someone is Spyro! Knowing the strengths and weaknesses of every monster that lurks in Spyro's world gives you a distinct advantage when it

comes time to fight them, and this portion of the guide reveals just that type of info.

## WALKTHROUGH

Our in-depth walkthrough guides you on a step-by-step journey through Spyro's latest adventure, showing you how to help him overcome every obstacle he faces on his noble quest to save his homeland from the wrath of Cynder. Turn to these pages to find fast solutions whenever you become stuck or lost.



## SECRETS & EXTRAS

There aren't a ton of secrets and extras in *The Legend of Spyro: A New Beginning*, but there are a few! And they're really good ones! Flip to this section when you're ready to discover every bit of bonus content in the game.



# Game Basics

Welcome to the game basics portion of our guide to *The Legend of Spyro: A New Beginning*. This section of the guide touches on all aspects of gameplay, from basic controls and game options to details on Spyro's unique moves, attacks, and breath abilities. Read on to learn everything you need to know to survive and thrive in Spyro's world.

## Basic Controls

Spyro's world is full of danger, so it's important to know how to handle yourself out there. Here's a quick rundown of the game's basic controls:

### GAMECUBE CONTROLS

Button	Function
(A)	Jump (hold to glide)
(A), (A)	Double-jump
(X)	Attack
(B)	Primary breath attack
(Y)	Secondary breath attack
(L)	Strafe
(R)	Charge
(Z)	Fury attack
↑	Ready fire-based breath attacks
→	Ready electric-based breath attacks
↓	Ready ice-based breath attacks
←	Ready earth-based breath attacks

## PS2 CONTROLS

Button	Function
X	Jump (hold to glide)
X,X	Double-jump
●	Attack
■	Primary breath attack
▲	Secondary breath attack
L1	Strafe
R1	Charge
R2	Fury attack
↑	Ready fire-based breath attacks
→	Ready electric-based breath attacks
↓	Ready ice-based breath attacks
←	Ready earth-based breath attacks

## XBOX CONTROLS

Button	Function
A	Jump (hold to glide)
A,A	Double-jump
B	Attack
X	Primary breath attack
Y	Secondary breath attack
LT	Strafe
RT	Charge
BLK	Fury attack
⬆	Ready fire-based breath attacks
⬇	Ready electric-based breath attacks
⬇	Ready ice-based breath attacks
⬇	Ready earth-based breath attacks



**Note**

*Spyro can do a lot more than just this stuff—these are just the basics. To learn all about Spyro's many skills, please see the "Spyro's Moves & Abilities" section.*



## SPEEDWAY CONTROLS

"Speedways" are names given to flying zones in *The Legend of Spyro: A New Beginning*. These places have their dangers too, so let's go over those controls!

### GAMECUBE SPEEDWAY CONTROLS

Button	Function	Notes
<b>(A)</b>	Barrel roll	Use with <b>(C)</b> or <b>(C)</b> .
<b>(Y)</b>	Fireball	Consumes breath energy.
<b>(L)</b>	Slow down	Free of charge!
<b>(R)</b>	Speed up	Consumes breath energy.

### PS2 SPEEDWAY CONTROLS

Button	Function	Notes
<b>X</b>	Barrel roll	Use with <b>(C)</b> or <b>(C)</b> .
<b>▲</b>	Fireball	Consumes breath energy.
<b>(L1)</b>	Slow down	Free of charge!
<b>(R1)</b>	Speed up	Consumes breath energy.

### XBOX SPEEDWAY CONTROLS

Button	Function	Notes
<b>(A)</b>	Barrel roll	Use with <b>(L)</b> or <b>(L)</b> .
<b>(Y)</b>	Fireball	Consumes breath energy.
<b>(LT)</b>	Slow down	Free of charge!
<b>(RT)</b>	Speed up	Consumes breath energy.

## Options

You've got options! Select "Options" from the main menu (or from the pause menu) to visit the options menu. Here you have access to the following options:



**Music:** Move the slider to raise or lower the volume of the game's background music.

**SFX:** Move the slider to increase or decrease the volume of the game's sound effects.

**Output:** Set the sound output to mono (one speaker) or stereo (two speakers).

**Screen Position:** Select this option to adjust the placement of the onscreen display. This helps you correct situations when the screen seems out of place or doesn't appear correctly on your TV.

**Wide:** Set the video display to normal or widescreen mode. You can see more of the surrounding environment when playing in widescreen.

**Subtitles:** Turn this on to make words appear onscreen when characters speak to Spyro.

**Controller Vibration:** Turn controller vibration on or off.

**Flight Up/Down:** Choose to play with normal or inverted up/down controls during speedway minigames. If Spyro flies upward when you're trying to make him fly downward, try changing this option and see if it helps.

**Camera Left/Right:** Choose to play with normal or inverted camera controls. If the camera keeps spinning in the wrong direction when you use the right analog stick, try changing this option and see if it helps.

**Slow Motion Chance:** Move the slider to increase or decrease the chance of seeing a slow-motion effect when Spyro executes a powerful move, such as his mega attack combo.

# The HUD



Everything that seems like it's stuck to your TV screen—Spyro's health and breath energy bars, for example—is collectively known as the heads-up display, or HUD for short.

Together, these little bars and gauges give you all kinds of information about Spyro's status and the status of the enemies he fights. Here's a brief description of each and every item that can appear on the HUD:

1. **Spyro's health bar:** This small red bar represents Spyro's health energy. If it becomes empty, Spyro falls and must try again. Collect red gems to restore Spyro's health.
2. **Spyro's breath bar:** This tiny green bar represents Spyro's breath energy. As Spyro uses his various breath abilities, his breath energy steadily drains away. Spyro can't use his breath attacks if he doesn't have enough energy, so collect green gems to refill the bar.
3. **Fury gauge:** This small circular indicator signifies Spyro's fury energy. Each time Spyro collects a purple gem, the gauge fills up a bit. When the entire circle turns purple, Spyro is able to unleash one of his devastating fury attacks!
4. **Enemy health:** When Spyro hits or is hit by an enemy, that enemy's name and health bar become displayed in the upper-right corner of the screen. Keep pounding away at the cretin until its health bar becomes empty.
5. **Quick tips:** Whenever Spyro learns a new move or attack, or whenever he must do something special in order to progress, a small window appears at the bottom of the screen with instructions. Pay close attention to these little tips!

# Items & Objects

Now that you know how to handle yourself in Spyro's world, let's discuss some of the stuff that fills it.

## GEMS

Small, shiny and colorful, gems are the most important items in the world to Spyro. They heal him up, restore his breath energy, fill his fury gauge and allow him to increase the power of his many breath attacks.



**Red Gems:** Collect these items to replenish Spyro's health.

**Green Gems:** Seek out these gems to restore Spyro's breath energy.

**Blue Gems:** Nab these little beauties to increase Spyro's spirit energy, which is used to upgrade his various breath attacks.

**Purple Gems:** Hoard these small rage-filled nuggets to pump up Spyro's fury gauge and unleash ferocious fury attacks!

## SPIRIT GEMS




Though they're called gems, spirit gems actually look more like pink, glowing crystals. These objects are found all over the place, usually just



where Spyro needs them the most. Smash these objects to release a bunch of smaller gems, which Spyro collects to increase his health, breath, fury, and spirit energy.



*This guide's walkthrough maps reveal the locations of each and every spirit gem in the game. Look for the  icons to find them!*

**Note**

## DANGEROUS OBJECTS

Not every object in Spyro's world is shiny and helpful—many hold the potential for mass destruction! It's important to know all about these objects before you go running off breathing fire and whatnot, so let's take a quick look at them.

### TNT BARRELS



Some of the most dangerous objects in Spyro's world are dynamite-filled barrels. These objects are found in many different levels and they pack quite a punch when they

explode. Even the smallest amount of damage can cause a TNT barrel to blow, so keep your distance from them!



**Tip**

*Try to lure enemies close to TNT barrels, then detonate the barrels from afar.*



**Tip**

*Some TNT barrels have long fuses. Spyro can light these fuses with his flame breath, then run to a safer location before the barrels explode.*

## FIRE

Spyro may be able to breathe flames out of his mouth, but he isn't fireproof—any fiery substance that doesn't come from Spyro's mouth can burn him if he gets too close. This includes fire pits, open flames, and smoldering pools of lava. Keep away from these environmental hazards and try to knock enemies into them whenever possible for extra damage.



## SHARP, POINTY THINGS

Anyone who regularly runs with scissors in their hand will tell you that sharp things can really hurt. Such is the case in Spyro's world—anything that appears sharp or pointy usually hurts Spyro very badly if he touches it. Culprits include thorny brambles, spike-covered barricades, sharp bamboo shoots, and even falling icicles. Proceed with caution whenever you see pointy objects nearby.



## PITFALLS



Spyro's a young dragon, and he hasn't quite mastered the fine art of flying. If Spyro falls from a great height, he'll take damage unless he's able to glide and

soften the landing. Falling into a bottomless pit is always lethal, so make sure to look before you leap!

# Spyro's Moves & Abilities

If you've played a *Spyro the Dragon* game before, you'll soon discover that there's a bit more depth and strategy to *The Legend of Spyro: A New Beginning*. While it's usually okay to just run around and hammer the attack button, it really pays to think things through and use each of Spyro's many different moves and abilities at the right times. Fight smart, not hard!



## BASIC MOVEMENT

Before we get to the good stuff, let's cover the basics of movement. After all, you've got to crawl before you can walk.

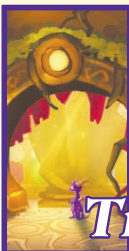
## WALKING & RUNNING

Move the left analog stick gently in any direction to make Spyro walk. Push the stick harder to make Spyro run. Easy enough, right?



**Tip**

*Walking can be helpful at times when running seems too risky. For example, walking on a narrow ledge is usually safer than running across.*



**Tip**

*While running forward, you can make Spyro turn more gradually by gently pushing the right analog stick. This keeps the camera view behind Spyro at all times, providing the best view of the road ahead.*

## JUMPING & GLIDING

For Spyro, jumping and gliding go hand in hand. These two simple actions allow Spyro to reach high ledges and soar across wide gaps, and they can also help him outmaneuver his enemies and avoid environmental hazards.





After a jump or double-jump, continue holding the jump button to make Spyro glide. With a bit of practice, you'll have Spyro jumping and gliding all over the place like a pro!



**Tip**

*Spyro doesn't have to be moving to glide—he can glide in place, too. Use this trick when gliding over to narrow ledges and tiny platforms to ensure safe landings.*

## CHARGING



Press and hold the charge trigger to make Spyro rush forward at his maximum land speed. Spyro can't turn very well while charging, but he's tough to catch when

moving so fast. Charge whenever you need to quickly get through an area, or to put some distance between Spyro and a tough foe.



**Tip**

*Spyro damages anything he rams into while charging, so this method of movement can also be used as an attack!*

## ATTACKS & COMBOS

Running, jumping, and gliding are all well and good, but knowing how to fend off Spyro's enemies is equally important. As stated earlier, you can get through many

battles just by running around and pressing the attack button over and over. However, if you use your head and study Spyro's moves, you'll often find far more efficient ways of dealing with his foes.

## NORMAL ATTACK COMBO

When it comes to fighting, the basic attack combo is Spyro's bread and butter. This close-range, four-hit barrage doles out impressive damage and doesn't use up any of Spyro's

breath energy. Simply press the attack button four times in a row to unleash Spyro's normal attack combo, which is his most common method of attack.



## AIRBORNE ATTACK COMBO

If an enemy is tall enough, Spyro can leap into the air and attack it with his three-hit midair combo. This keeps Spyro off the ground and out of the range of smaller goons, whose attacks don't reach very far. After a jump, quickly press

the attack button three times to unleash Spyro's airborne attack combo. This is usually the safest way to assault Spyro's enemies at close-range.



## MEGA ATTACK COMBO

Combine Spyro's normal attack combo with his airborne attack combo and you've got the mega attack combo.

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This brutal, seven-hit onslaught not only does incredible damage, it can also score you some free gems! Here's how it works:



The last blow in Spyro's four-hit normal attack combo is a headbutt, which knocks his adversary into the air. If you're fast enough, you can press the jump button to make Spyro leap up and meet the enemy in midair...

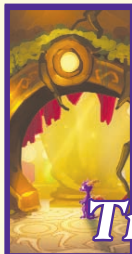
...Once airborne, simply hammer the attack button to unleash a midair attack combo and punish Spyro's foe!

This entire seven-hit assault is known as the mega attack combo.



**Tip**

*Stronger enemies drop extra gems when you nail them with Spyro's mega attack combo, so use it often!*



**Tip**

*You can use the left analog stick to make Spyro circle around his enemy as he combos it in midair. This can help you knock it into a group of enemies after finishing the combo, or even send it flying off a cliff!*

## HEADBUTT

Spyro doesn't need to unleash a whole normal attack combo to knock his enemies into the air—he can send them skyward with a quick headbutt instead! Press and

hold the attack button to make Spyro headbutt his adversary, knocking the cretin upward into the air. Follow up each headbutt with an airborne attack combo for extra damage and more free gems!



**Tip**

*It's tough to score a full-on mega attack combo against certain enemies, particularly Dreadwings. Pop these foes with a quick headbutt instead, then jump up and combo them in midair.*

## TAIL STRIKE

The tail strike is one of Spyro's less-versatile attacks, but he wouldn't be able to complete his quest without it.

This move is executed from midair—press and

hold the attack button after a double-jump to make Spyro perform a tail strike. Spyro spins and then crashes downward with tremendous force, damaging anything beneath him.







*Use Spyro's tail strike to smash through the roots on the ground at the Swamp, and also to pound the many pressure blocks you encounter at Tall Plains.*

## HORN DIVE ATTACK



Besides Spyro's midair attack combo and tail strike, his only other airborne assault is the horn dive. Press the charge trigger after jumping to make Spyro dive headfirst toward the nearest

enemy for a high-impact attack. The horn dive helps Spyro quickly close in on distant enemies, and it's a great way to knock down tough foes during a chaotic battle.



*If multiple enemies are about, keep tapping the charge trigger to make Spyro horn dive from one enemy to the next!*



*Continue holding the charge trigger after Spyro lands from a horn dive to make him transition straight into a charge.*

## AERIAL HORN DIVE

Ah, the aerial horn dive. This is perhaps Spyro's most effective yet underused attack. After knocking an enemy into the air (with a headbutt, for example), jump up to



meet it, then press the charge trigger to execute an aerial horn dive. The impact knocks the creature backward, causing it to tumble into other nearby enemies, or even off a cliff!



**Tip**

*Knock enemies into other enemies to quickly defeat them all!*



**Note**

*If you send enemies flying over tall cliffs, the fall is usually lethal. Wait around for a few moments until you're given the gems that the creature drops.*

## BREATH ABILITIES

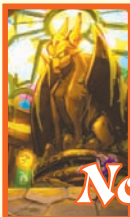
Spyro begins his adventure without knowing who or what he is—his past is shrouded in mystery, and he has no idea that he's actually a young dragon with



incredible potential. Because of this, Spyro doesn't start

out with any breath abilities—he can't even breathe fire at first! But as his adventure unfolds, Spyro learns all about the past, and he slowly discovers that he's capable of unleashing a wide variety of different breath attacks that help him overcome the Dark Master's forces.

Spyro's breath abilities come in four different flavors: fire, electricity, ice, and earth. The Guardian Dragons he rescues over the course of his quest help him understand the value of each of these special powers. They instruct him in the use of his breath abilities and help him grow into the legendary dragon he was born to be.

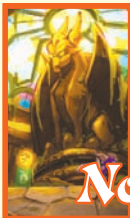


*When Spyro uses his breath abilities, his breath energy slowly drains away. Collect green gems to restore Spyro's breath energy and keep his lungs full of hot air.*

**Note**

## UPGRADING SPYRO'S BREATH ABILITIES

Each time Spyro learns a new breath ability, it becomes added to the Level Up portion of the pause menu. Pause the game and select the "Level Up" option to reach the Level Up screen. Here you may spend Spyro's spirit energy to upgrade his various breath abilities as you see fit.



*Spyro accumulates spirit energy as he collects blue gems, which are dropped by the monsters he defeats. Blue gems also pop out of the spirit gems Spyro smashes.*

**Note**

At the Level Up screen, the large orb on the left represents Spyro's current spirit energy. The more filled-in the orb is, the more spirit energy Spyro has to play with.



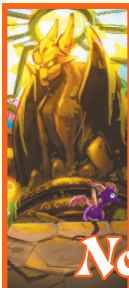
The rows of colored circles to the right of the large orb represent each of Spyro's different breath abilities. Any circles that are shaded out represent breath abilities that Spyro hasn't learned yet. Those can't be upgraded until Spyro learns the ability over the course of his adventure.



**Tip**

*Don't wait too long to use Spyro's spirit energy—he can only store so much!*

As you scroll through Spyro's different breath abilities, the panel on the right side of the Level Up screen lists information on each one. Pick the breath ability you wish to upgrade, then press and hold the jump button to begin pumping Spyro's spirit energy into it. As you do so, one of the three small bars beneath the circle gradually fills up with bright coloring. A sound plays when the bar becomes full: you've upgraded the breath ability to the next level, and it has become more powerful!



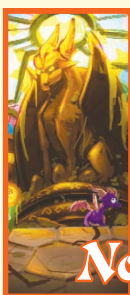
**Note**

*It doesn't take much spirit energy to upgrade each of Spyro's breath abilities to their first level, but it takes quite a lot to upgrade them all the way. It's wise to upgrade each of his breath abilities by at least one level to make them more useful.*



## BREATH ABILITY LEVEL-UP CHARTS

The following tables reveal information on each of Spyro's breath abilities, including notes that describe what happens as you upgrade each one toward their fullest potential. Use this information to help you determine which breath abilities deserve the most of Spyro's spirit energy!



*It's rumored that something good will happen if you fully upgrade Spyro's primary and secondary breath ability in any one category (fire, electricity, ice, or earth). We won't spoil the surprise here—check the Secrets & Extras portion of this guide for details!*

**Note**

### FIRE BLAST

Level	Name
0	"Fire Blast"
<b>Description:</b> N/A	
<b>Notes:</b> Weak attack with short range. Can stun enemies. Fizzles out after a few seconds of use.	
1	"Fire Blast of the Blazing Skies"
<b>Description:</b> "Scorch the bad guys with a fuller, hotter breath that won't fizzle out."	
<b>Notes:</b> Slightly stronger and longer-reaching attack. Stuns enemies and won't fizzle out.	
2	"Fire Blast of the Scorched Earth"
<b>Description:</b> "Turn up the heat on your flames to see enemies run around with their pants on fire."	
<b>Notes:</b> Much stronger attack with improved range. Causes foes to run about on fire!	
3	"Dragsooth's Fire Blast of the Eternal Inferno"
<b>Description:</b> "This ultimate burning force explodes out of Spyro's mouth like a fiery volcano."	
<b>Notes:</b> Very powerful attack with great range. Knocks enemies into the air and onto their backs!	

## FIRE BALL

Level	Name
0	"Fire Ball"
<b>Description:</b> N/A	
<b>Notes:</b> Weak, medium-range attack with small explosion radius.	
1	"Fire Ball of Smoke and Flame"
<b>Description:</b> <i>"What's better than a fireball explosion? An even bigger one!"</i>	
<b>Notes:</b> Slightly improved range and explosion power.	
2	"Fire Ball of Melting Magma"
<b>Description:</b> <i>"Add power, sprinkle in some shrapnel, and you've got a bomb with a nasty kick."</i>	
<b>Notes:</b> Much-improved range and heavy explosion power.	
3	"Malak's Fire Ball of the Burning Plains"
<b>Description:</b> <i>"Break up the party for Cynder's goons with the mother of all explosions!"</i>	
<b>Notes:</b> Same initial explosion as before, but several smaller fireballs also fly out and detonate for widespread chaos!	

## ELECTRIC STREAM

Level	Name
0	Electric Stream
<b>Description:</b> N/A	
<b>Notes:</b> Short-range attack that does little damage. Knocks enemies down.	
1	"Electric Stream of the Surging Currents"
<b>Description:</b> <i>"Fry your foes and throw them around using this super-charged zapper."</i>	
<b>Notes:</b> Slightly longer stream that does better damage. Knocks enemies down and away from Spyro.	
2	"Electric Stream of the Slithering Viper"
<b>Description:</b> <i>"More voltage will give the goons a shocking surprise! Toss them around like toys."</i>	
<b>Notes:</b> Long-range stream with better damage. Really shoves enemies around!	
3	"Icklemar's Almighty Electric Stream"
<b>Description:</b> <i>"You wanted lightning? Well, here's the whole thunderstorm!"</i>	
<b>Notes:</b> Giant electric currents that deal large amounts of damage and hurl enemies all over the place.	



## ELECTRIC ARC

Level	Name
0	"Electric Arc"
<b>Description:</b> N/A	
<b>Notes:</b> Long-range attack that traps enemies in electric cages, suspending them in midair for a short time.	
1	"Electric Arc of the Static Shock"
<b>Description:</b> "Bad guys can't run or hide from these heat-seeking bolts of thunder."	
<b>Notes:</b> Two arcs are fired instead of one, trapping enemies in midair for nearly twice as long.	
2	"Electric Arc of Crackling Silence"
<b>Description:</b> "Imprison your enemies in an electrical cage for easy air combos!"	
<b>Notes:</b> Larger arcs chase down enemies and trap them even longer than before.	
3	"Penagar's Thundering Electric Arcs"
<b>Description:</b> "This all-powerful, crackling electricity will stop at nothing!"	
<b>Notes:</b> Huge arcs seek out enemies and trap them for prolonged periods of time.	

## ICE STREAM

Level	Name
0	"Ice Stream"
<b>Description:</b> N/A	
<b>Notes:</b> Medium-range stream of frost that does minimal damage. Slows strong enemies and traps weaker goons in snowballs.	
1	"Ice Stream of the Chilled Rapids"
<b>Description:</b> "Give the bad guys a cold shoulder with more freezing power."	
<b>Notes:</b> Two frosty streams are fired instead of one, providing better coverage and a bit more damage.	
2	"Ice Stream of the Midnight Frost"
<b>Description:</b> "These frosty streams can spray entire enemy gangs with a winter coat."	
<b>Notes:</b> Longer range for better coverage. Improved damage.	
3	"Bissthalan's Hypothermic Ice Stream"
<b>Description:</b> "Direct from the ice age! Unleash rivers of ice over everything that stands in your way."	
<b>Notes:</b> Multiple streams for great coverage and impressive damage. Really slows enemies down!	

## ICE SHARDS

Level	Name
0	"Ice Shards"
<b>Description:</b> N/A	
<b>Notes:</b> Tiny icicle daggers that travel long distances and slow enemies down. Low individual damage but a high rate of fire.	
1	"Ice Shards of the Cutting Crystal"
<b>Description:</b> <i>"These rapid-fire shards can pierce through even the toughest armor."</i>	
<b>Notes:</b> Slightly larger icicles that do a bit more damage and slow enemies more effectively. Rate of fire is nearly doubled!	
2	"Ice Shards of the Biting Tooth"
<b>Description:</b> <i>"Perfect if you're in a tight spot, because these sharp shards also bounce off walls!"</i>	
<b>Notes:</b> Bigger icicles that do improved damage and bounce off walls for better coverage. Slows enemies down and keeps them slowed for quite awhile.	
3	"Hydrax' Ice Shards of Arctic Hail"
<b>Description:</b> <i>"These giant, frosty shards of ice will crush anything they come up against!"</i>	
<b>Notes:</b> Huge icicle daggers that slow enemies and deal heavy damage from afar. Shred through tough foes in no time!	

## EARTH SHOT

Level	Name
0	"Earth Shot"
<b>Description:</b> N/A	
<b>Notes:</b> Short-range blast of nature that causes enemies to stumble backward a few steps. Low damage.	
1	"Earth Shot of the Trembling Cliffs"
<b>Description:</b> <i>"A thundering blast of earth sends enemies tumbling backward."</i>	
<b>Notes:</b> Slightly better range and a much stronger blast that knocks enemies backward and onto their backs. Good for knocking foes over cliffs and the like.	
2	"Earth Shot of the Quaking Valleys"
<b>Description:</b> <i>"This double sonic boom is powerful enough to rock the mighty!"</i>	
<b>Notes:</b> About the same as before, but two blasts are fired instead of one for improved coverage and damage.	



## EARTH SHOT *continued*

Level	Name
3	"Yangdrithis' Shattering Earth Shot"
<b>Description:</b> <i>"Become a walking earthquake, and blast your enemies into tomorrow!"</i>	
<b>Notes:</b> A massive blast that knocks enemies far away. Great coverage and heavy damage.	

## EARTH BOMB

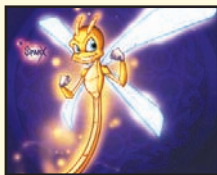
Level	Name
0	"Earth Bomb"
<b>Description:</b> N/A	
<b>Notes:</b> Fireball-like attack with short range and small explosion damage. Summons a whirlwind to trap nearby enemies in midair. Minor damage over time.	
1	"Earth Bomb of the Wandering Whirlwind"
<b>Description:</b> <i>"A winding tornado will send your enemies flying into the sky."</i>	
<b>Notes:</b> Improved range and a larger whirlwind that traps enemies for longer periods of time, inflicting a bit more damage.	
2	"Earth Bomb of the Whipping Winds"
<b>Description:</b> <i>"This terrifying twister puts the bad guys in a spin!"</i>	
<b>Notes:</b> Better range, more damage, and a larger whirlwind to keep enemies at bay for even longer.	
3	"Hargen's Earth Bomb of Spinning Terror"
<b>Description:</b> <i>"The vortex of doom! Few can escape its whipping winds."</i>	
<b>Notes:</b> Great range and a huge whirlwind that does great damage over time.	

# Spyro's Pals

While most creatures in Spyro's world are evil and mean him harm, there are a few kindhearted souls out there who are willing to help Spyro in his fight against Cynder. Here we give special mention to those noble creatures.

## Sparx

Sparx is the offspring of Spyro's adoptive dragonfly parents. He and Spyro grew up together in the swamp, where they spent many a lazy afternoon playing games of hide-and-seek with each other. Though Sparx gives Spyro a hard time for being so different, he has a strong brotherly bond with Spyro and would do anything for him. The two remain best friends through the good times and the bad.



Sparx follows Spyro around throughout his adventures. When bad things happen, Sparx's natural reaction is to crack jokes and make light of the situation. Sparx makes light in other ways as well—the natural glow that shines from his small body brightens up dark places, helping Spyro see what dangers lie ahead.

## Ignitus

Ignitus is the Guardian Dragon of fire. He acts as Spyro's mentor throughout his quest, teaching him about his destiny and about what it means to be a dragon.

When Spyro was just an egg, Ignitus saved him from the Dark Master's forces during their siege on the dragons' temple. Ignitus sent Spyro's egg floating down a nearby river, which brought it to a distant swamp. A kindhearted pair of dragonflies



eventually found Spyro's egg, and when Spyro popped out of it, they raised him as one of their own.

## Volteer



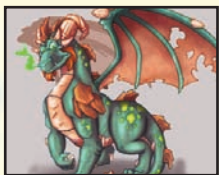
Volteer is the Guardian Dragon of electricity. During his quest, Spyro ventures to Dante's Freezer and rescues Volteer from the clutches of Cynder and the Ice King. Once rescued, Volteer uses his vast knowledge of electricity (along with his vast knowledge of synonyms) to teach Spyro how to use his newfound electric breath abilities.

## Cyril



Cyril is the Guardian Dragon of ice. Spyro rescues Cyril from captivity at the Tall Plains, and in the process, he also frees the Tall Plains' local inhabitants: the Atlawa tribe. Though the Atlawa try to worship Spyro (and, to a lesser extent, Sparx), the young dragon decides to leave the Tall Plains and continue on with his quest to save his homeland from Cynder's cruel rule.

## Terrador



Terrador is the Guardian Dragon of earth. Spyro must delve deep into the fiery mountains of Munitions Forge to save Terrador from the wrath of Cynder and Steam. In return, Terrador risks his own life so that Spyro can escape Cynder's wrath. Later, Terrador teaches Spyro how to get the most out of his newfound earth breath abilities, and shows him how to unleash the awesome Earth Bomb.

## Kane and the Atlawa Tribe

During his trek through the Tall Plains, Spyro encounters Kane, the leader of the Atlawa tribe. Though doubtful of Spyro's abilities at first, Kane eventually grows to believe that Spyro can help him save his tribe, who had all been frightened into hiding by Cynder. In the course of rescuing Guardian Dragon Cyril from captivity, Spyro defeats the Atlawa's enraged shrine god. This deed restores the balance to the Tall Plains and allows the Atlawa to live peacefully once more.



## Mole-Yair and the Manweersmall

While infiltrating Munitions Forge, Spyro meets up with Mole-Yair, the leader of the Manweersmall. (Man-we're-small! Get it?) Mole-Yair explains to Spyro that Cynder's forces had enslaved most of his people—they were being forced to dig for gems and metals to support the Dark Master's army! Spyro agrees to free the shackled Manweersmall so they will be able to escape Munitions Forge before the island's volatile volcano—Boyzitbig—erupts. (Boy-is-it-big! Get it? Get it?)





# Cynder's Minions

**I**t's a cold, cruel world out there—good thing Spyro provides his own heat. The following sections detail the various strengths and weaknesses of every monster that lurks in Spyro's world. If a particular type of enemy is giving you grief, do a bit of research here and discover how to beat them!

## Cynder's Goons



The black dragon Cynder commands the vast armies of the Dark Master—countless legions of wicked creatures that take great pleasure in preying upon the weak. They have no code, no remorse, and they'll stop at nothing to appease their evil master. Spyro faces Cynder's goons throughout his quest, so learn how to deal with them!

### CYNDER SOLDIERS



# Cynder's Minions

**Attack:** Weak—Average

**Defense:** Weak

**Health Bar:** Small

Cynder Soldiers make up the frontline of the Dark Master's evil army. These vicious little monsters like to swarm in and ambush Spyro in groups to confuse and harass him. They attack by diving headfirst at Spyro, or by swiping at him with their sharp claws.

Cynder Soldiers are easily defeated by a few normal attack combos at first, but they become a bit tougher in the later stages of the game. They're usually found supporting other, more powerful monsters, such as Cynder Leaders and Commanders. When faced with mixed groups of goons, it's usually best to go after the tougher ones first. This lets you break away and pummel the surrounding Cynder Soldiers for gems if the fight goes badly.



**Note**

*In the game's later levels, Spyro earns free gems when he nails Cynder Soldiers with his mega attack combo!*

## CYNDER LEADERS



**Attack:** Average

**Defense:** Weak

**Health Bar:** Average

Cynder Leaders are larger, tougher versions of Cynder Soldiers. They're not great at close-range combat and prefer to hurl sticks of dynamite at Spyro from afar instead. Close in on them quickly and punish them with fast attack

combos, but be wary of the dynamite they throw—each stick has a wide blast radius that can really hurt!



**Tip**

*Spyro's mega attack combo works well against Cynder Leaders—it keeps him off the ground and away from the dynamite they throw.*



**Tip**

*Spyro's normal attacks can knock away nearby sticks of dynamite, sending them back toward the goons!*

## CYNDER COMMANDERS



**Attack:** Average—Mighty

**Defense:** Average—Mighty

**Health Bar:** Large

Cynder Commanders are far more powerful than Cynder Leaders, and although they both like to throw sticks of dynamite, it's best not to confuse the two. It takes a lot of hits to finish off a Cynder Commander, and the ones Spyro encounters in later levels often block with their shields to deflect incoming attacks.



**Tip**

*Cynder Commanders cannot be harmed by frontal attacks when they block with their shields, but Spyro can circle around them and attack from the side!*

## Cynder's Minions

During the first few levels, Cynder Commanders are easy to beat: just stun them with one of Spyro's breath attacks and then punish them with fast combos. However, starting at the Tall Plains, Cynder Commanders become far more threatening. Their close-range attacks really hurt, and they gain the ability to slam the ground and send out painful shockwaves!

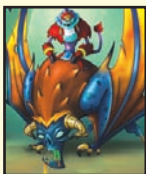
When faced with a tough Cynder Commander, always try to soften him up from afar with Spyro's fireballs or earth bombs. If you must fight a Cynder Commander up close, stay off the ground to avoid his shockwave attacks by pounding him with airborne or mega attack combos. Always look for opportunities to quickly finish off a Cynder Commander, such as by knocking him off a cliff with Spyro's Earth Shot ability or Aerial Horn Dive attack.



**Tip**

*Hit Cynder Commanders with mega attack combos to score free gems!*

## DREADWINGS



**Attack:** Average—Strong

**Defense:** Strong

**Health Bar:** Large

Though they usually keep to the clouds, Dreadwings occasionally drop in for surprise assaults against Spyro. These dangerous enemies like to attack with their claws up close, and they can also emit piercing sonic screams from afar. Worse, Dreadwings are tough to kill—they often block Spyro's attacks by covering up with their wings!

Fortunately, Spyro is able to knock Dreadwings into the air with his headbutt attack, which allows him to hammer them with his mega attack combo. Stun Dreadwings with a



breath attack, then proceed to batter them with mega attack combos. As with any tough enemy, always keep your eyes peeled for ways to finish Dreadwings quickly, such as by knocking them off tall platforms.



*Go for those mega attack combos against Dreadwings—they'll give you*

**Tip** *extra gems!*

## Swamp Enemies

Spyro grew up in the Swamp, where he was raised by a kind family of loving dragonflies. Not every creature in the Swamp is so kindhearted, though—there are plenty of dangerous monsters waiting to prey on the unwary!

### BULBSPIDERS



**Attack:** Weak

**Defense:** Weak

**Health Bar:** Small

Bulbspiders are ugly swamp menaces that enjoy disguising themselves as fat, white mushrooms. They lie in wait, then spring to life and attack unwary travelers. These guys are easy to beat: stun them with a healthy dose of Spyro's flame breath, then finish them off with some fast attack combos.

### FROGWEEDS



**Attack:** Weak

**Defense:** Weak

**Health Bar:** Small

Frogweeds are the first hostile creatures Spyro encounters in the game. These plantlike pests love snacking on dragonflies, but they won't shy away from small purple dragons, either!

Frogweeds are the weakest enemies Spyro faces. Simply punish them with a few fast attack combos to wipe them out. They often pop up from the ground to surprise Spyro, so stay alert!

## SWAMP GROWTHS



**Attack:** Strong

**Defense:** Weak

**Health Bar:** Large

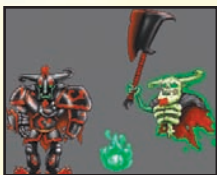
Spyro only encounters Swamp Growths in one certain area of the Swamp—but once is enough! These giant, lumbering monstrosities hurl goop at Spyro from range and try to flatten him with their club attacks up close. When you see them reach behind their backs for their clubs, run to one side to avoid the brutal blows that soon follow!

Treat Swamp Growths as you do most other enemies—stun them with a healthy dose of Spyro's flame breath, then quickly unleash a powerful attack combo. Repeat as necessary until you defeat each Swamp Growth in turn.

## Dante's Freezer Enemies

Dante's Freezer is a frozen battleground filled with all sorts of evil beings. These frost-covered cretins can be a real handful for Spyro—read on for tips on how to defeat them.

## OGRES



**Attack:** Average/Strong

**Defense:** Average/Weak

**Health Bar:** Average/Average

Ogres are huge, heavily-armored warriors. They're so heavy, they can't be knocked into the air by Spyro's headbutt attacks! This means you can't use Spyro's mega attack combo against Ogres.

Ogres throw projectiles at Spyro from range and attack with their giant axes up close. They also defend themselves with their shields quite often, so you can't simply pound away at them with attack combos.

It's best to stun Ogres with Spyro's fire breath and then follow up with a fast attack combo while they're unable to block. Keep up this attack pattern until the Ogre falls.

Once defeated, Ogres shed their armor and become Wraiths. Though they can't block your attacks, Wraiths are still extremely dangerous opponents that can chop Spyro's health away in no time. Keep your distance and bathe Wraiths in Spyro's fire breath to quickly defeat them.

## TROLL HORSEMEN



**Attack:** Average

**Defense:** Weak

**Health Bar:** Large

Troll Horsemen make their one-time-only debut about halfway through Dante's Freezer. These warriors ride giant steeds and attack by charging forward and swinging their long poleaxes. While their defense is weak, their long health bars make up for this shortcoming.

Amazingly, Spyro is able to lift these massive enemies into the air with his headbutt attack. This allows Spyro to

# Cynder's Minions

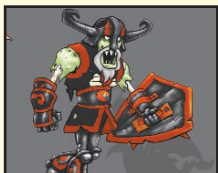
punish the Troll Horsemen with his mega attack combo for massive damage and free gems!



**Note**

*Like Cynder Commanders, you earn bonus gems when you perform mega attack combos on Troll Horsemen.*

## TROLLS



**Attack:** Average

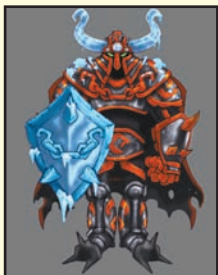
**Defense:** Average

**Health Bar:** Small

Trolls are tough fighters who attack anyone that tries to invade Dante's Freezer. They carry swords and shields, and they're able to block Spyro's attacks. They can't block when they're stunned by Spyro's breath attacks, though!

Trolls are about as tough to defeat as Cynder Leaders. Stun them with a quick dose of flame breath, then unleash a few attack combos. Spyro's mega attack combo can defeat a Troll in one shot!

## DANTE'S FREEZER BOSS: ICE KING



The Ice King is the ruler of Dante's Freezer—a massive warrior with a frozen heart. During the first phase of the fight, the Ice King wields a sword and a shield. Spyro's electric breath can destroy the Ice King's shield, making him easier to damage with fireballs from afar.

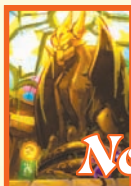




*The Ice King periodically casts sharp icicles down from the ceiling to poke you. Smash these icicles for gems to restore Spyro's health and breath energies!*

**Tip**

After suffering enough damage, the Ice King abandons his sword and shield in favor of a much longer poleaxe. Continue to keep your distance from the Ice King, pelting him with fireballs from range and smashing the icicles that drop from the ceiling for gems.



*Don't worry about the spherical forcefield the Ice King occasionally summons—Spyro's fireballs pass right through it.*

**Note**

In his final form, the Ice King wields his sword once more, but he's too weak to carry a shield. His movement is also slowed by the loss of a boot, making it easier for you to outmaneuver him. Watch out for his new frost breath attack as you continue to pound the Ice King with fireballs from afar until the battle is over.

## Tall Plains Enemies

Here are the earth-based hostiles that live in the Tall Plains region of Spyro's world. Most of these monsters can take quite a pounding, so be careful out there!

## ARMADILLOS



**Attack:** Average

**Defense:** Weak

**Health Bar:** Small

Armadillos are ugly little creatures that move and attack by curling up into balls, rolling toward Spyro, and slamming into him. They're not hard to beat, though—a quick breath attack followed by a few attack combos does the trick quite nicely. This places the Armadillo at roughly the same challenge level as Cynder Soldiers.

## RUBBLE BRUTES



**Attack:** Average

**Defense:** Strong

**Health Bar:** Large

Rubble Brutes are mobile piles of earth and stone. They move very slowly but attack with tremendous force. Rubble Brutes can also withstand a great deal of punishment and often block your attacks with their smaller left arm.

Fortunately, Spyro is able to lift Rubble Brutes into the air with his headbutt attack. Stun them with bursts of fire or lightning, then nail them with mega attack combos for heavy damage and free gems. Repeat this attack pattern as necessary until the Rubble Brutes fall to dust.

## TALL PLAINS BOSS: STONE SENTINEL



The mighty Stone Sentinel is a massive being of earth and rock. It moves very slowly and primarily uses short-range attacks, so it's best to keep far away from it

throughout the fight. Begin by pelting it with fireballs from range until Spyro runs out of breath energy.



*The Stone Sentinel can launch its left arm for a long-range punch. Listen for the dull clicking sound that precedes this attack, and run away when you hear it!*

**Caution**

When Spyro is unable to launch any more fireballs, run toward the Stone Sentinel and attack its legs with relentless combos. Do your best to avoid its punches and kicks as you hammer away.



*When fighting up-close, always circle around the Stone Sentinel's right side. This prompts it to punch with its right arm, which becomes stuck in the ground when it misses you!*

**Tip**

When Spyro's health drops below half, run to smash one of the six spirit gems in the arena to replenish his health and breath energy. Then back away from the Stone Sentinel and continue to spit fireballs at it from range. Keep repeating this attack pattern until the Stone Sentinel finally collapses.

## Munitions Forge Enemies

The following monsters call Munitions Forge their home. Spyro really feels the heat when he faces these tough, fire-based baddies!

## BUFFALO BEETLES



**Attack:** Strong

**Defense:** Strong

**Health Bar:** Large

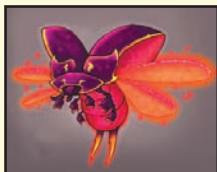
Buffalo Beetles are huge, scorpion-like monstrosities. They're deceptively fast and possess strong armor. They've also got powerful close-range attacks, so keep far away from them! It's best to pelt Buffalo Beetles with Spyro's Ice Shards from range.



**Tip**

*If you're being chased by a Buffalo Beetle, make Spyro charge away from them.*

## FIRE BEETLES



**Attack:** Weak

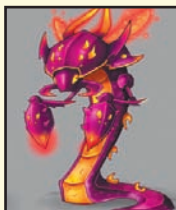
**Defense:** Weak

**Health Bar:** Small

Fire Beetles are tiny pests that always attack in large swarms.

They have no long-range attacks and are easy to squash with simple attack combos. Make sure to destroy the Fire Beetles' yellow, pulsating nests, or more will just keep coming!

## MAGMAWORMS



**Attack:** Strong

**Defense:** Weak

**Health Bar:** Average

Magma worms are hideous creatures that leap out of lava pits and ambush their prey. They spew hot liquid magma at

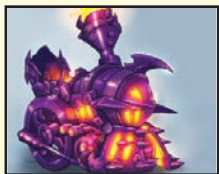


Spyro from afar and attack with their claws up-close for heavy damage. Magmaworms come up short in the defense department, though—use Spyro's mega attack combo on them to quickly dispatch these troublesome foes.



*Magmaworms flap their gills before spewing lava. Learn to anticipate and*  
**Tip** *avoid these attacks!*

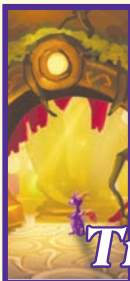
## MUNITIONS FORGE BOSS: STEAM



Steam is a bit more challenging compared to the bosses you've previously faced. At first, it seems that Spyro's attacks barely harm him. In order to do any real damage to Steam, you must wait

for him crash off-track and expose his weak spot—his unarmored underbelly!

Run around the tracks and avoid Steam's attacks as he chases after you. Sooner or later, Steam will crash off-track into a pit of lava! The moment you see (or hear) Steam crash, assault him from behind with Spyro's most powerful breath attacks to inflict heavy damage.



*Steam's odds of crashing are greatest when you lure him into cutting straight across the arena. Get him to chase you from one side of the arena to the other, then jump out of the way just before he rams you. This won't always cause Steam*  
**Tip** *to crash, but it increases the chance!*

To defeat Steam, you must inflict enough damage to empty all four of his health bars. Watch out, though:

Steam becomes increasingly dangerous each time he loses a bar of health! He travels faster and faster, and he steadily adds new flamethrower and fireball attacks. Keep moving to avoid being hit by Steam's fiery assaults, and smash the many spirit gems in the area whenever you need to recover Spyro's health or breath energy.

## Concurrent Skies Enemies

Cynder's lair is filled with powerful, energy-based monstrosities. Take great care when fighting each of these electrically-charged foes!

### CONDUITS



**Attack:** Strong

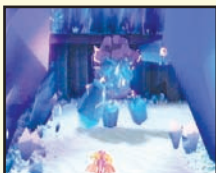
**Defense:** Weak

**Health Bar:** Large

Conduits are ball-shaped electrical life forms. They pop out of the walls of Cynder's fortresses and scan the surrounding area with their spotlight eye, searching for trespassers. Once they see Spyro, they move to attack!

Spyro's earth bombs work well against Conduits. Lob a few earth bombs at one to trap it in a whirlwind, then rush forward and pummel it with fast combos until it is destroyed. Conduits can't do much against Spyro's attack combos, especially if you manage to back them into walls or corners!

### CRYSTAL BRUTES



**Attack:** Strong

**Defense:** Strong

**Health Bar:** Large

These colorful monsters are basically just bigger, meaner versions of the Rubble Brutes you faced at the Tall Plains. They disguise themselves as large piles of crystal, then spring to life and attack the unwary!

Crystal Brutes have devastating close-range attacks and are good at defending themselves. Keep away from them and spit fireballs from a safe distance. After weakening a Crystal Brute from afar, close in and finish it off with a few mega attack combos for some bonus gems.

## ELECTRIC KING



**Attack:** Strong

**Defense:** Strong

**Health Bar:** Huge

The Electric King is a massive armored warrior that closely resembles the Ice King, boss of Dante's Freezer. During the fight, the Electric King doesn't move—keep back and bombard him with Spyro's fireballs from range.



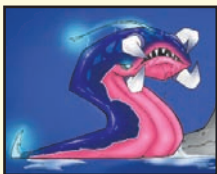
*Spyro's earth bombs have little effect against the Electric King, so don't bother using them.*

**Note**

The Electric King periodically casts purple daggers at you, similar to the Ice King's icicle attack. When the daggers shatter on the ground, gems come flying out! Collect these gems to replenish Spyro's health and breath energy as you continue to blast the Electric King with fireballs from afar.

Like the Ice King, the Electric King has three health bars for you to erode. Just keep pounding him with fireballs from range until he finally falls.

## ELECTRIC LEECHES



**Attack:** Weak

**Defense:** Weak

**Health Bar:** Small

Electric Leeches are nasty little menaces. They attack by dashing forward and biting Spyro, but their real talent is their ability to suck away Spyro's breath energy! Electric Leeches can drain Spyro's breath energy even from long-range, so rush forward and defeat these little guys fast. Fortunately, it doesn't take much to beat them!



**Tip**

*When faced with mixed groups of foes, always defeat the Electric Leeches first, before they can drain all of Spyro's breath energy.*

## CONCURRENT SKIES BOSS: CYNDER



Cynder is one angry dragon, and the fight against her can be brutal. Her attacks have a long reach—especially her wing and tail swipes—and they do plenty of damage. She's also quite fast and can rapidly close in on Spyro if you let her. With all of these advantages, there's little point in fighting Cynder from range.

If you've upgraded Spyro's Earth Bomb ability, this boss fight is a breeze! Simply nail Cynder with earth bombs from range to keep her at bay and steadily erode her health. The whirlwinds won't lift Cynder into the air, but the constant damage they inflict prevents her from moving! Just keep pounding Cynder with earth bombs until the fight is over.

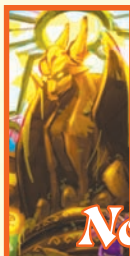




### Tip

*There are three spirit gems nearby. Smash them to recover Spyro's health and breath energy when they run low.*

If Spyro runs out of breath energy, or if his earth bombs just aren't working for you, then the best way to fight Cynder is up-close. Simply jump into the air and punish her with airborne attack combos. This works well, because most of Cynder's attacks are designed to hit you from a distance. Her close-range bites and claw swipes are nothing to fear so long as you remain airborne and keep up the pressure.



### Note

*The game's final level—Convexity—is little more than the final boss fight. For tips and tricks on defeating the game's final boss, please refer to the Convexity portion of the following walkthrough.*

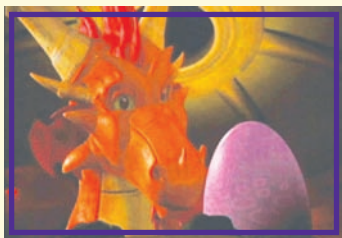


# Walkthrough

Welcome to our walkthrough for *The Legend of Spyro: A New Beginning*. This portion of the guide takes you on a step-by-step journey through Spyro's newest adventure, showing you how to help him overcome every obstacle he faces on his noble quest to save his homeland from the wrath of Cynder.

## A New Beginning

*There wasn't a moment to lose. Hurriedly, Ignitus stormed through the temple's corridors, rushing to collect the dragons' most precious keepsake—a small egg, the most fragile and wondrous of treasures, upon which the very fate of the Dragon Realms depended.*



*As if waking from the deepest of slumbers, the temple suddenly shook with tremendous force. The Dark Armies had discovered the dragons' hidden lair, and their terrible siege had begun.*



*In a panic, Ignitus quickly snatched the egg and fled the temple through a secret portal.*



*Desperate to get it as far away from the Dark Master's clutches as possible, he sent the egg floating down a nearby river. As he watched it drift away in the moonlight, Ignitus knew that the fate of the Dragon Realms went floating along with it.*

*Eventually, the egg came to rest in a distant swamp. A family of dragonflies gathered around it, wondering what magnificent creature could possibly live*



*inside. What emerged from the egg frightened them at first, but soon amazed and astonished them—it was a purple dragon, a rare and extraordinary creature who's coming had long been foretold by prophecy. Knowing the swamp to be a very dangerous place, the dragonflies decided to adopt and raise the newborn dragon as one of their own. And so begins The Legend of Spyro...*



# The Swamp

**S**pyro's new adventure begins in the swamps of the Dragon Realms—the place where he and his best friend, Sparx the Dragonfly, grew up together. Since birth, the two have enjoyed many a carefree afternoon playing hide-and-seek in the swamp, but this particular day holds many unexpected surprises for them...

## AREA 1: HIDE AND SEEK

Where, oh, where could Sparx be hiding? Use the right analog stick to pan the camera view around Spyro—look to the left to find Sparx buzzing overhead.

*There you are,  
Sparx!*

Sparx quickly flies off to hide again—look to the right to spot him hovering over a fat, white mushroom.



**Note**

*Feeling destructive, Spyro? You can smash the fat, white mushrooms by attacking them. See what else you can smash in the swamp!*



## Swamp Enemies



*Bulbspider*



*Cynder Commander*



*Cynder Leader*



*Cynder Soldiers*



*Frogweed*



*Swamp Growth*

## Map Legend



AREAS



SPIRIT GEMS



*Can't hide  
from me!*



# Walkthrough: The Swamp



Spyro corners Sparx at a nearby tree, but the little dragonfly quickly zips away again. Use the left analog stick to chase him up the nearby path.



*Sparx hides, Spyro glides!*

A gap in the path prevents Spyro from catching up with Sparx, who flees even farther up the trail when he

sees Spyro coming. While running forward, jump and glide across the gap, then continue chasing after Sparx.



*Refer to the "Game Basics" portion of this guide to learn all about Spyro's many different moves and abilities.*

**Tip**



*Chaaaarge!*

Thinking to outfox Spyro, Sparx flies across a long, shaky bridge made of old tree roots.

The roots quickly collapse under Spyro's weight, so charge across them without falling.



*Don't worry if you fall into the pit below the root bridge—just use the step-like platforms to climb out and try again.*

**Tip**

# Walkthrough: The Swamp

## *Bad Frogweed!*

Too busy gloating over his superior speed, Sparx fails to notice a dangerous inhabitant of the swamp lurking nearby—a Frogweed! These plantlike creatures love snacking on dragonflies, and this one quickly gobbles up Spyro's bite-size pal.



## *I'll save you, Sparx!*

There's no time to waste! Approach the Frogweed and perform a series of powerful attacks. Hit the Frogweed three times to defeat it and free Sparx—just don't expect any thanks in return.



**Tip**

Check out the "Cynder's Minions" portion of this guide to learn all about each enemy you face in *The Legend of Spyro: A New Beginning*.



## AREA 2: FUN WITH FROGWEEDS



*Give those roots the boot, Spyro!*

Freed from the Frogweed's tummy, Sparx takes off, flying even deeper into the swamp.

Some tangled roots block Spyro's path—approach the roots and smash them apart, creating a way forward.



*Frogweed ambush!*

After smashing through the roots, five Frogweeds pop up from the ground and attack. Pound each Frogweed with relentless attacks,

then smash the next bunch of tangled roots that lie a short distance ahead and continue chasing after Sparx.



*Spyro's health energy is represented by the red-colored health bar at the upper-left corner of the screen. If Spyro's health is low, the Frogweeds will drop red gems when you defeat them. Move close to the red gems to collect them and replenish*

**Note** *Spyro's health energy.*

# Walkthrough: The Swamp

*Sparx, we're not allowed in there!*

Spyro finds Sparx hovering near a giant snake skull. Knowing the cave beyond the snake skull is off-limits, Spyro is hesitant to follow his little friend any farther—but isn't ready to give up the game just yet!

*Bye-bye, Snakey!*

To catch Sparx, Spyro must smash through the snake skull's fangs and enter the cave beyond. Jump into the air, then quickly perform a powerful midair attack combo: the triple tail whip!



*Where's that little gnat gone now?*

Entering the cave beyond the snake skull, Spyro suddenly feels a ripple of fear pass through him—he's never gone this far into the swamp before. Sparx, wait up!



*More Frogweeds!*

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As you chase Sparx through the snake cave, Frogweeds periodically jump up from the ground and attack. Beat them back down with fast attacks and show 'em who's boss!

## AREA 3: AMBUSH!



### *Look out, Sparx!*

After exiting the snake cave, a large baboon-like creature suddenly swoops down from the surrounding hills, snatches up Sparx,

then leaps onto a high ledge. With an evil laugh, the creature traps Sparx in a wooden lantern, then orders several smaller creatures to hop down and attack Spyro.



### *Cynder's soldiers attack!*

The smaller creatures are known throughout the Dragon Realms as Cynder Soldiers—vicious little

monsters that like to swarm in and attack in groups to harass their prey. Keep moving and pummel these pint-size enemies with relentless blows. Cynder Soldiers can't take many hits, so focus on defeating each one in turn, collecting the red gems they drop to replenish Spyro's health energy.



# Walkthrough: The Swamp

## *Dy-no-miite!*

After you defeat the first group of Cynder Soldiers, the large creature that captured Sparx—known as a Cynder Leader—begins hurling sticks of dynamite down at Spyro. These tiny explosives have a wide blast radius, so knock away any dynamite that lands nearby as you continue to battle the next wave of Cynder Soldiers.



*Try knocking each stick of dynamite closer to the Cynder Soldiers to blow them to bits!*

**Tip**

## *That's one angry dragon!*

After watching his second wave of soldiers fall, the Cynder Leader tires of Spyro's meddling. He jumps down from the ledge, places his lantern on the ground, and prepares to stomp Sparx into a tiny pulp. To everyone's surprise, Spyro suddenly leaps into action, unleashing a violent



burst of scorching flames from his mouth!

*Turn up the heat, Spyro!*





Singed and terrified by Spyro's fiery outburst, the Cynder Leader quickly flees, leaving his remaining soldiers to finish the fight. Use Spyro's newfound Fire Blast ability and make short work of the Cynder Soldiers who remain.



**Tip**

*Spyro's Fire Blast ability temporarily stuns his enemies. Unleash it to toast nearby foes, then follow up with fast attack combos to inflict more damage.*

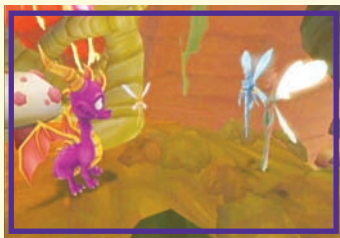


**Note**

*Now that Spyro has gained a breath ability, the enemies he defeats may drop green gems. Collect these gems to restore Spyro's breath energy, which is represented by the green bar below his health.*

## Spyro's Mysterious Past

After defeating the last of the Cynder Soldiers and rescuing Sparx, Spyro returned to his dragonfly parents to tell them all that had happened. Realizing



that they could no longer hide the truth from him, Spyro's parents were forced to reveal their secret. They told Spyro that he wasn't a dragonfly after all: he was an exile from an unknown, distant land. They had simply adopted and raised Spyro as one of their own.

It took time for Spyro to accept what his parents had told him—in one single day, his entire world had been turned upside down. Now he didn't know who he was or

# Walkthrough: The Swamp

where he came from. It wasn't long before Spyro decided to set off and find his true home. Hurt that his best friend was leaving the swamp, Sparx flew off to be alone.



## AREA 4: SPYRO'S JOURNEY CONTINUES



**Note** *S* Your progress is auto-saved at this point.

*Frogweeds: the swamp's farewell committee.*

Feeling sad and lonely without his lifelong friend Sparx, Spyro continues his journey.

As you explore the next area, several Frogweeds pop up to bid Spyro farewell from the swamp—but not in a nice way! Clobber each one in turn and then head up the nearby path.



*Gaaah!  
Bulbspiders!*

# THE LEGEND OF SPYRO™ A NEW BEGINNING

Spyro encounters a new breed of monster along the path—Bulbspiders! These ugly swamp menaces enjoy disguising themselves as fat, white mushrooms, springing to life, and attacking unwary travelers. Stun them with a healthy dose of Spyro's flame breath and then finish

them off with fast attack combos.



## *Nice glide, Spyro!*

The trail abruptly ends in a wide gap. Spyro must glide across the gap to reach the distant

ledge, but a normal jumping glide won't do the trick—this time, he must perform a double jump and then glide across. While running forward, jump, then double-jump even higher. After the double-jump, glide across the gap and land on the distant ledge.



## *Reunited at last!*

Sparx makes his grand reappearance once Spyro reaches the ledge. He says that best friends belong together, no matter where they

come from or where they're going. Reunited once more, the two companions set off deeper into the swamp, neither one having any clue as to what may lie ahead.





# Walkthrough: The Swamp

*These guys should've kept outta sight!*

Two more Bulbspiders spring up to attack them just a short distance ahead. Heat 'em up and beat 'em down, Spyro!



## AREA 6 : MIGHTY SWAMP GROWTHS

*Horn dive time!*

As you enter this clearing, several Cynder Soldiers rush forward to attack. These guys are led by a couple of larger, tougher Cynder Leaders—watch out for the dynamite they throw!



*Try using Spyro's Horn Dive attack to soften up the Cynder Leaders. (Jump into the air and execute a horn dive.)*

**Tip**



*These guys just keep coming!*



Many more Cynder Soldiers leap in to attack as you advance through the clearing, backed by the occasional Cynder Leader. Singe them with quick bursts of fire to stun them, then unleash rapid melee attacks.



**Tip**

*Keep an eye on Spyro's health energy. When it starts running low, use his flame breath more often to keep nearby enemies stunned and unable to attack.*



***Swamp Growths are no joke!***

Look out! After defeating the final wave of Cynder Soldiers, three angry Swamp Growths come crashing into

the clearing, intent on pounding Spyro into a small, purple pulp. These are the toughest enemies you've faced so far, so be careful!

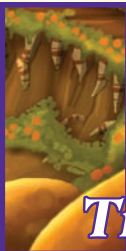


***Stick and move, Spyro!***

Treat Swamp Growths as you do most other enemies: stun them with a healthy dose of flame breath, then

quickly unleash a powerful attack combo. Repeat as necessary until you defeat each Swamp Growth in turn, collecting the gems they drop to replenish your health and breath energy.

# Walkthrough: The Swamp



*As you battle the Swamp Growths, keep an eye out for their devastating club attacks. When you see them reach behind their backs for their clubs, run to one side to avoid the brutal blows that soon follow.*

**Tip**

*This is nothing compared to those Swamp Growths!*

Past the clearing lies a deep chasm. A Cynder Leader awaits you on the other side. The

chasm features two tall rock formations—jump from one to the next to reach the Cynder Leader, gliding when necessary. If you fall, you'll have to battle a few Cynder Soldiers at the base of the gorge. Use the short rock as a platform to help yourself climb out and try again.



## *A thorny situation!*

The second chasm is a bit more dangerous. Sharp thorns blanket the bottom of the gorge, waiting to poke you if you happen to fall. Once again, jump and glide from one tall rocky platform to the next, using the central tree root as a platform as well.





*The central tree root rapidly collapses under Spyro's weight, so don't hang around too long!*

**Caution**



*If you fall into the thorns, you automatically bounce up and onto the last platform you landed on. Handy!*

**Note**

## AREA 6 : THE DARK MASTER'S CRY



*What the heck was that!?*

Spyro and Sparx get a nasty scare as they enter this clearing when a terrible screeching

noise assaults their ears from high above. Scared out of their wits, the two race headlong across the clearing.



*Into the cave, Spyro!*

Feeling exposed and vulnerable out in the open, Sparx urges Spyro to hide in a nearby cave.

The two duck into

the cavern, both sharing the same thought: what in the world could have possibly made such a terrible sound?

# Walkthrough: The Swamp

*Whoa! Who's  
this guy?*

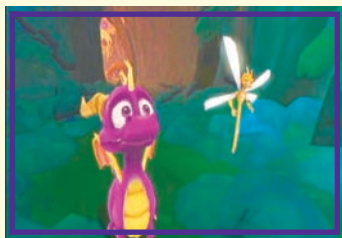
After entering the cave, Spyro and Sparx stop short—a giant red dragon is standing right in front of them!



Clearly not a threat, the ancient dragon begins to speak with Spyro, revealing much more about our hero's mysterious past.

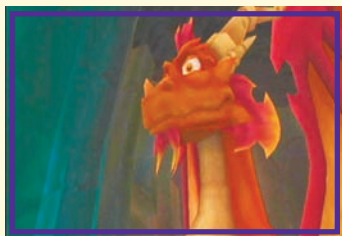
## Reunion with Ignitus

*Ignitus began to tell Spyro all about his past, revealing the truth about his legendary heritage. He told Spyro that he was, in fact, a*



*dragon—a just and noble being with tremendous power and near limitless potential. Moreover, Spyro was a rare purple dragon, one whose coming had been foretold by prophecy centuries ago.*

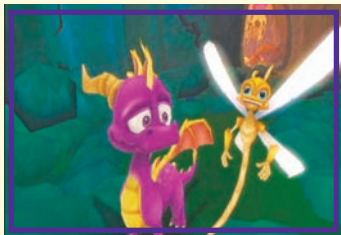
*As one of four Guardian Dragons, it was Ignitus' duty to protect the dragon eggs from any harm. He told Spyro about the Dark Armies' vicious assault on the dragons' temple, and*



*how he was forced to flee in order to keep Spyro's egg safe. Ignitus went on to describe the terrible war that followed, detailing the particularly vengeful wrath and might of a dreadful black dragon named Cynder.*

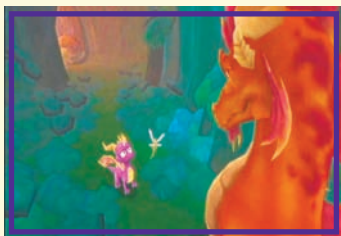


Sparx surmised that the awful sound he and Spyro had heard a moment ago must have been Cynder flying overhead. Ignitus



confirmed this, saying the black dragon still searched for him. He told Spyro how Cynder had effortlessly plucked the other three Guardian Dragons from the fields of battle, weakening the dragons' resistance and turning the tide of the war against them. Heavy hearted, Ignitus explained that without the aid of the other Guardian Dragons, all hope was lost.

Unable to accept defeat, Spyro insisted that Ignitus show him the dragons' temple and the lands from which he came.



Despite the ancient dragon's warnings of terrible dangers, Spyro maintained that he was ready to take the first step in dethroning the Dark Master and reclaiming his birthright. Inspired by the young dragon's courage, Ignitus at last agreed to show him the temple.

## AREA 7: THE FIRST DOOR



**S**

**Note**

Your progress is auto-saved at this point.

True to his word, Ignitus leads Spyro to a giant door—the first of many that lead into the dragons' temple. Approach Ignitus.

## Walkthrough: The Swamp

### *That's one big door!*

When the door won't open at his approach, Ignitus becomes dismayed, realizing that Cynder's minions must have sealed

the door from the other side. He explains that the door is controlled by four statues: two on one side, and two on the other. All four statues must be positioned correctly for the door to open.



### *Can you help me, Spyro?*

Ignitus asks Spyro to reposition the two statues on the opposite side of the door so that it will open. He tells

Spyro to use a small nearby tunnel to reach the statues.



### *Later, roots!*

The tunnel is located just to the left of the sealed door. Thick roots have grown in and blocked off the tunnel. Jump up and attack the roots to smash them away, then double-jump to enter the tunnel.



# THE LEGEND OF SPYRO™ A NEW BEGINNING



*Feel the burn,  
Bulby!*

Several Bulbspiders try to halt your advance through the tunnel. Scorch each one with a burst of flame breath and then follow up with fast attack combos.



*Up, up, and away!*

You must glide across this chamber to reach the distant ledge where the tunnel continues. While running forward, double-jump and glide across the chamber, landing safely on the ledge.



*What's this? More  
roots?*

The tunnel leads to a seemingly empty area, where a knot of roots lies on the ground. Sparx advises Spyro to smash through the roots, but no ordinary attack seems to harm them.

*Look out  
below!*



## Walkthrough: The Swamp

To smash through the roots, you must employ a new move: the tail strike. While standing on top of the roots, double-jump into the air, then perform a tail strike. Spyro spins in midair and then comes crashing downward, smashing through the roots with ease and landing safely in the chamber below.

*Hey, we made it!*

The chamber below the roots houses the statues you've been searching for. Unfortunately, the room is also full of hungry Bulbspiders!

*Move those statues, Spyro!*

No matter how many Bulbspiders you defeat, more just keep coming. Fight them only when necessary, focusing your efforts on moving both statues onto the small, circular pressure plates near the door.



**Note**

*The statues can only be moved toward the pressure plates, so don't worry about shoving them in the wrong direction. Just push them toward the door and they'll slide into place.*





Use Spyro's flame breath to keep the Bulbspiders stunned. Attack and defeat them when Spyro's health and breath energies run low to obtain red and green gems.

**Tip**



*I'm done with this one!*

The first statue you move lights up once you shove it onto its pressure plate, indicating that it's been moved to the

proper position. When both statues have lit up, the Bulbspiders begin to retreat. Defeat the few that remain and secure the chamber.



*Way to go, Spyro!*

When the chamber is Bulb Spider-free, the sealed door opens, allowing Ignitus to pass through and join Spyro on the other

side. He congratulates the young dragon on a job well done, then he crosses the chamber, approaching the next door ahead.

## AREA 8: THE SECOND DOOR

## Walkthrough: The Swamp

*This door won't budge, either!*

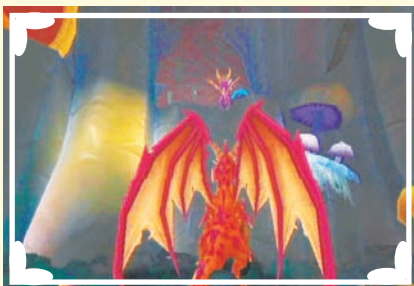
Speaking words of ancient magic, Ignitus attempts to open the second sealed door, but nothing happens.

Sensing a disturbance, he finally admits that his fears have been realized: Cynder's minions have apparently desecrated the interior chamber as well.



*Hop on up, Spyro!*

Ignitus asks Spyro to explore the connecting rooms, restoring every statue he sees to its proper place. Only then will the second door open. He offers to let Spyro climb on his back to reach the tunnel that leads to the statue chambers.



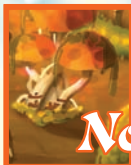
*Ooh, pretty!*

Inside the tunnel, you encounter a shiny new object: a spirit gem. These objects hold lots of goodies. Smash them to collect a variety of smaller gems, replenishing Spyro's health and breath energies.



**Tip**

*Spirit gems are valuable objects that can save your hide when you're low on energy. Use them wisely!*



*Each spirit gem is shown on the maps in this guide. Look for spirit gem icons to find them.*

## Note



*These guys aren't so tough!*

The first statue stands in a chamber a short distance ahead, but watch out. It's guarded by several Cynder Soldiers and a dynamite-hurling Cynder Leader. Make them pay for defiling this sacred area!



*One down, one to go!*

After pounding the Cynder Soldiers, push the statue onto the nearby pressure plate. A golden light shines from the statue, indicating that it's been moved to its proper place.



*Outta my way, losers!*

## Walkthrough: The Swamp

The second statue lies just ahead, and is guarded by three ugly Bulbspiders. Torch 'em and whack 'em, then move the statue onto its pressure plate. A clicking sound echoes in the distance, indicating that the second sealed door has been unlocked!

### *More spirit gems!*

Two more pink and glowing spirit gems are just ahead. If Spyro is low on health or breath energy, smash them apart to collect red and green gems.

### *Don't fall, Spyro!*

The long chasm that stretches beyond the spirit gems is full of sharp thorns. Jump and glide from one tall, rocky platform to the next, landing on each one to catch your breath.



**Note**

*Again, if you fall into the chasm's thorns, you automatically bounce back up and onto the last platform you landed on. Still handy!*



*Open sesame!*

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Upon reaching the door at the opposite end of the chasm, Spyro unleashes a short burst of fire, lighting the door's golden torch. The door then spins around, reuniting Spyro with Ignitus. The two dragons pass through the formerly-sealed second door, inching ever closer to their goal.

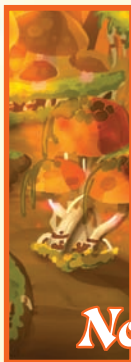
## AREA 9: THE THIRD DOOR



*Spirit gems: now with more spirit!*

After passing through the second door, Spyro and Ignitus encounter a few more spirit gems. Ignitus

explains the importance of these mystical objects, telling Spyro that they can empower him with the wisdom and power of the ages.



*From now on, any spirit gems you smash will produce blue gems in addition to red and green gems. Collect blue gems to increase your spirit energy, which is used to upgrade Spyro's breath abilities through the Level Up function of the pause menu. (For more information, please see the "Game Basics" portion of this guide.)*

**Note**

# Walkthrough: The Swamp

*The third door is also sealed.*

After smashing apart the spirit gems, Spyro follows Ignitus to the third door, which leads closer to the temple. Finding this door sealed as well comes as a shock to Ignitus, who begins to fear the evil that awaits them inside. He explains that this door is different from the others: it will only open when all of the evil creatures lurking nearby have been eliminated. Despite Ignitus' warnings, Spyro insists that they continue onward.



*Sparx finds a clue!*

Unsure of how to proceed, Sparx suddenly notices a chip in one of the nearby pillars. He flies over to the damaged pillar, pointing it out to Spyro.



*Sparx has a keen eye for detail and often hovers near objects of interest in the environment. Whenever you're stuck, look to Sparx for help!*

**Tip**



**Domino!**

Approach the pillar and attack it to send it toppling over. The pillar crashes into another one, which then tips over and slams into another, each one falling onto the next like a set of dominos. The final pillar smashes through a wall, revealing a hidden tunnel. Alarmed by the disturbance, the lone Cynder Soldier who was guarding the tunnel runs off to warn his superiors.



*That barricade won't save you!*

A short way into the tunnel, you encounter a Cynder Leader and a few Cynder Soldiers. Keep your distance

from the leader and let his soldiers charge at you, defeating them from a safe distance. Then rush forward to give the leader a taste of his own medicine.



**Note**

*Notice that any enemies you defeat now will drop blue gems in addition to red and green ones. These blue gems increase your spirit energy, just like the ones you collect from spirit gems.*

*Bring it on, boys!*

After defeating the Cynder Leader and securing the small cavern behind him, a

distant Cynder Commander orders more troops to attack



## Walkthrough: The Swamp

you. Two more Cynder Soldiers come crashing into the cavern. Teach them both a lesson, then use the tunnel they came through to reach their commander.

***Cynder  
Commanders  
sure are tough!***

The Cynder Commander awaits you inside the tunnel. This guy's much tougher than the Cynder Leaders you've faced so far and it will take a lot of hits to finish him off. Warm him up with a nice dose of flame breath, then unleash a quick attack combo to inflict more damage. Keep torching the Cynder Commander to keep him stunned as you battle him.

***Sleeping on the  
job, eh, fellas?***

The tunnel leads to a small chamber, where three Cynder Soldiers have fallen asleep near a keg full of dynamite. Carefully drop into the chamber without waking the soldiers, then move to the end of the long, black fuse that's lying on the ground.

***This is gonna  
be good!***





# THE LEGEND OF SPYRO™ A NEW BEGINNING

Light the fuse with a burst of fire, then watch it go! The resulting explosion takes care of the soldiers, leaving you to deal only with the nearby Cynder Leader. Show him the error of his evil ways, then proceed through the tunnel to rejoin Ignitus near the final door.



## *Way to go, Ignitus!*

Before Ignitus can congratulate Spyro on a job well done, a gang of Cynder Soldiers suddenly storm into the chamber, backed by several Cynder Leaders and one very angry Cynder Commander. Enraged, Ignitus unleashes his wrath on the evil creatures, defeating them all in short order.



## *It's up to you now, Spyro!*

Exhausted from the battle, Ignitus asks Spyro to continue on without him and secure the rest of the temple by himself. With growing confidence, Spyro charges through the third door and into the chamber beyond.



## AREA 10: SECURING THE TEMPLE

## Walkthrough: The Swamp

### *Time to take out the trash!*

In the chamber beyond the third door, Spyro is met by fierce resistance: a Cynder

Commander charges

into the room from the next door ahead, ordering a host of Cynder Soldiers and Leaders to attack. There's no time for games here—use Spyro's powerful abilities to take care of these guys as fast as you can!



*Keep your distance from the Cynder Commander as you defeat the weaker soldiers and leaders first.*

**Tip**

*There are two spirit gems in the chamber. Use them when your health energy runs low to stay in the fight.*

**Tip**

### *Home, sweet home!*

After you secure the outer chamber, Ignitus enters and opens the next door, which leads into the temple.

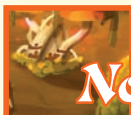
Excited, Spyro rushes ahead, becoming mesmerized by the murky pool he finds in the next room. Without a word, Ignitus moves past the pool and opens the next door, which leads into the temple proper.





*At least you don't have to move this statue!*

The temple's main chamber is dominated by a beautiful, massive dragon statue. Ignitus hasn't seen this sight in ages, and memories of days gone by wash over him. Spyro has never seen anything like this before and he stands transfixed, marveling at the awesome spectacle before him.



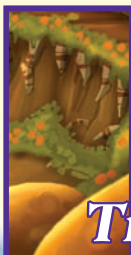
**S**  
*Note*

*Your progress is auto-saved at this point.*



*Don't these guys ever give up?*

Spyro isn't allowed to marvel for long, however. A troop of Cynder Soldiers suddenly rushes forward, intent on halting the dragons' progress once and for all. This is the enemy's final resistance. Crush them to secure the temple!



**Tip**

*Before you fight the final group of Cynder Soldiers near the dragon statue, you may want to upgrade Spyro's Fire Blast ability through the pause menu. (For details, please see the "Game Basics" portion of this guide.)*

# Walkthrough: The Swamp

## *Temple secure!*

Great job! The temple is now completely free of monsters. Ignitus slowly walks through the statue chamber, taking in sights he thought he'd never see again. Follow Ignitus through the door he eventually opens and onto the temple's balcony for a bit of fresh air and a bit more storytelling.



## *Cynder's Terrible Deeds*

*From the temple's tallest balcony, Spyro had a perfect view of surrounding lands, all of which were now barren—scarred by the iron rule of the vile black dragon.*



*Cynder. The sight saddened Spyro because he had wanted to see where he came from. He had no idea the sight would be so bleak.*

*Spyro began to lose heart. How could such a young and inexperienced dragon like himself have any chance of undoing the terrible devastation that Cynder had wrought? The task seemed impossible.*





*Sensing Spyro's dismay, Ignitus offered the young dragon some words of encouragement. He reminded Spyro that he was a purple dragon—a very special creature. The old dragon confided that Spyro's deeds had already given Ignitus hope. With his help, Ignitus was certain that Spyro could bring this same hope to the rest of the lands.*



*His confidence renewed, Spyro agreed to do his best to save the land from Cynder's terrible rule. Pleased, Ignitus led Spyro back into the temple. He knew there wasn't a moment to lose. Spyro had much to learn, and his training was about to begin...*



## TEMPLE DOJO—IGNITUS' TRAINING LESSON

Each time you complete a level in *The Legend of Spyro: A New Beginning*, you visit the dragons' temple dojo for a bit of combat training. Here, the Guardian Dragons take turns teaching you everything they know about the art of war, and they know a lot! Your first training lesson comes from Ignitus, the Guardian Dragon of fire.

# Walkthrough: The Swamp

## CHALLENGE 1: BASIC FIRE BLAST

For his first challenge, Ignitus asks Spyro to defeat a number of Dojo Dummies using his Fire Blast ability. Torch each dummy with healthy doses of fire. After defeating all of the Dojo Dummies, return to Ignitus to receive the next challenge.



*Don't worry about running out of breath energy. The temple's powerful magic keeps Spyro's lungs full of hot air at all times.*

**Note**

## CHALLENGE 2: ADVANCED FIRE BLAST

Next, Ignitus tells Spyro to defeat more Dojo Dummies with the Fire Blast, but there's a catch: the dummies now run away from him! Chase them down and burn up each one before the time limit expires.



## CHALLENGE 3: HEADBUTT



The third challenge is a breeze. Simply approach the stationary dummy, then perform a Headbutt attack, which knocks the dummy up into the air. Too easy!

## CHALLENGE 4: MIDAIR ATTACK COMBO



In the fourth challenge, Spyro must headbutt another dummy. This time, however, Ignitus asks him to follow up with a midair attack combo! Headbutt the dummy into the air, then

quickly jump. While airborne, unleash your powerful midair attack combo.

## CHALLENGE 5: HORN DIVE



Next, Ignitus asks Spyro to use his Horn Dive attack to defeat a number of stationary dummies. Run toward the nearest dummy, then jump into the air and perform a horn dive. Strike each

dummy with a horn dive to defeat them all, but move quickly. This challenge has a strict time limit!

# Walkthrough: The Swamp



**Tip**

*The dummies are lined up in an arc formation. It's best to start at one end and work your way to the other.*



**Note**

*If you run out of time, you must try the challenge again. Don't dally!*

## CHALLENGE 6: MEGA ATTACK COMBO

Spyro's next task is to perform a mega attack combo on a mobile Dojo Dummy. You must unleash a powerful four-hit attack combo. The fourth blow you land is a headbutt, which knocks the dummy up into the air.

But wait, there's more! After landing the headbutt, quickly jump up and continue battering the dummy with a midair attack combo. Ouch, that's gotta hurt!



**Tip**

*The mega attack combo works well against larger, tougher enemies, such as Cynder Leaders and Commanders.*



## CHALLENGE 7: AERIAL HORN DIVE



Ignitus' next challenge is much easier. Approach the stationary dummy, then knock it into the air with a headbutt. Quickly jump up to meet the dummy in midair,

then whack the dummy with an aerial horn dive.



*The aerial horn dive is a good way to knock powerful enemies away from you.*

**Tip**

## CHALLENGE 8: AERIAL HORN DIVE COMBO



Next, Ignitus asks Spyro to combine his aerial horn dive with an attack combo. Approach the stationary dummy and nail it with a fast four-hit combo. Again, the fourth hit

is a headbutt, which knocks the dummy up into the air.

You're not done yet! Quickly jump up to meet the dummy in midair, then smack the dummy with an



# Walkthrough: The Swamp

aerial horn dive. The dummy flies backward, defeated. Nice work!

## CHALLENGE 9: USING ENEMIES AS WEAPONS

In this challenge, Spyro faces five pairs of stationary dummies. His task is to perform an aerial horn dive on one of the two dummies, knocking it



backward so that it strikes the other dummy. Due to a strict time limit, this is Ignitus' most difficult challenge, so don't feel bad if it takes a few tries to get it right!

The trick to beating this challenge lies in taking your time and lining up the dummies carefully before you perform each Aerial Horn Dive attack. Stand



close to one of the dummies and carefully position yourself so that the other dummy is directly ahead of you. The dummies don't have to line up perfectly, so don't waste too much time setting up.



Once you've lined up the dummies, headbutt the closer one into the air. Quickly jump up to

meet the dummy and smack it with an aerial horn dive. The impact knocks the dummy backward, sending it crashing into the other dummy! Repeat this four more times to defeat all five pairs of dummies before time expires.

## CHALLENGE 10: USING ENEMIES AS WEAPONS 2



This challenge is similar to the last one, only much easier. This time, instead of facing five pairs of dummies, Spyro faces just one mobile dummy, which he must

knock backward into a cluster of stationary goons. Do your best to line up the mobile dummy with the others, then headbutt the dummy into the air.



Once again, jump up to meet the dummy in midair, then knock it backward with an Aerial Horn Dive attack. If your aim is true, the dummy will strike the group

of goons, defeating them all in one shot!

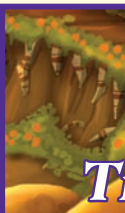
# Walkthrough: The Swamp

## CHALLENGE 11: BASIC FIRE BALL

Pleased with Spyro's performance, Ignitus decides to teach the young dragon how to use an entirely new ability: the Fire Ball. While standing behind the wall of fire that appears,



line yourself up with each of the four targets, then spit a ball of fire and destroy each one. Move quickly—you don't have much time to spare!



**Tip**

*Spyro's Fire Ball ability is perfect for long-range assaults. Use it when you want to keep your distance from a tough enemy, or when your target is simply out of reach.*



**Tip**

*The targets are lined up in a straight line. It's best to start at one end and work your way across.*

## CHALLENGE 12: ADVANCED FIRE BALL

In this next exciting challenge, Spyro must use his Fire Ball ability to defeat two large Dojo Dummies, who hurl sticks of dynamite at him from beyond a thick wall of fire. Begin by defeating the smaller Dojo Dummies when they rush forward to attack you. (You may use any attacks you like to defeat them.)







Once you've dealt with the smaller dummies, approach the wall of fire. The larger Dojo Dummies are pretty far away; a normal Fire Ball attack usually won't travel

far enough to hit them. To spit Spyro's fireballs farther than normal, double-jump into the air, then launch them while airborne. Keep shooting fireballs at the larger dummies until you defeat them both.



**Tip**

*Your aim doesn't need to be perfect—Spyro's fireballs explode on impact, damaging everything nearby!*

## CHALLENGE 13: FIRE FURY

Ignitus couldn't be more proud of Spyro's abilities. He has only one more technique to teach the young dragon: the awesome Fire Fury attack. Move to the center of the dojo, where Sparx is hovering.



## Walkthrough: The Swamp

Many small Dojo Dummies begin to swarm in and attack. As you defeat them, notice that they drop new items: purple gems! These purple gems increase Spyro's fury energy. As you collect them, notice that Spyro's circular fury gauge begins to fill with purple coloring.

Once Spyro's fury gauge becomes full of purple coloring, a gang of larger Dojo Dummies pop in and attack. Quickly unleash Spyro's devastating Fire Fury ability—a massive, fiery attack that completely wipes out all of the dummies in one huge blast.



**Note**

*It takes lots of purple gems to fill up Spyro's fury gauge, so use his fury attacks wisely!*

Well done! You've helped Spyro pass all of Ignitus' challenges with flying colors. Now it's time to put everything you've learned to good use against Cynder's evil minions.



## Awakening an Ancient Power

After Spyro's training was complete, the two dragons returned to the murky pool they had passed by awhile ago. Ignitus explained to Spyro that the pool was



actually a magical object known as a Pool of Visions. He said that certain dragons, such as himself, were able to see things in the pool that were happening far, far away.

Gazing deeply into the pool, Ignitus saw a vision: Volteer, the Guardian Dragon of electricity, was being held captive at a distant island



known as Dante's Freezer. Unable to bear the sight of his comrade's dilemma, Ignitus asked Spyro to venture to Dante's Freezer and save his old friend.

Confused, Spyro asked Ignitus how he could possibly travel to such a far-off land. Smiling, Ignitus informed Spyro that it was not a problem for a dragon to go anywhere he pleased. He could simply fly there.



# Walkthrough: The Swamp

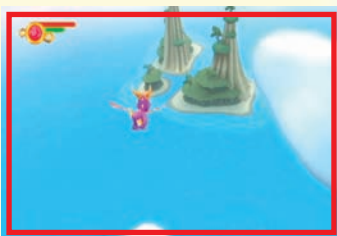
*Doubtful at first, Spyro eventually discovered that Ignitus was right: he really could fly! Shocked by the discovery of this wondrous new*

*ability, Spyro suddenly realized that Dante's Freezer didn't seem quite so far off after all.*



## Speedway to Dante's Freezer

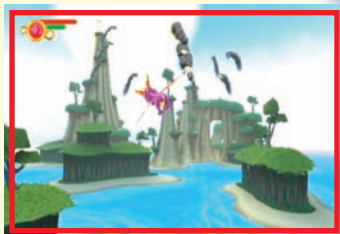
*Spyro can fly! Now it's time to travel to Dante's Freezer and rescue Volteer. Watch out, though: there are many dangers to overcome along the way!*



**Note**

**S** Your progress is auto-saved at this point.

*After following a giant sea creature, you come to a collection of tiny islands. Here, several cannons set here and there about the islands will fire volleys of flaming Cynder Soldiers at you. While moving either left or right, perform barrel rolls and dodge the incoming "fire."*



**Note**

*For a complete list of Spyro's speedway-related moves and maneuvers, please see the "Game Basics" portion of this guide.*



# THE LEGEND OF SPYRO™ A NEW BEGINNING



*A trio of Dreadwings tries to stop you from passing by the tiny islands. Spit fireballs at the Dreadwings as you draw near.*



*Don't worry about your aim: during speedways, Spyro's fireballs become heat-seekers, able to track nearby targets!*

**Note**

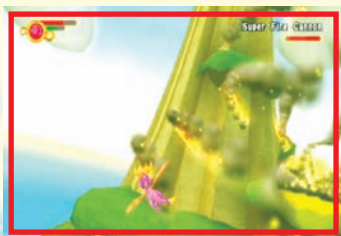


*An old pirate ship awaits you near the next group of tall islands. Once you're within range, launch more fireballs at the ship to destroy its cannons. Keep moving from side to side as you attack the ship to avoid its return-fire.*



*Spyro can only use his Fire Ball ability when there's juice in his breath gauge. Fortunately, his breath energy automatically replenishes itself during speedway zones.*

**Note**



*As you swoop past each tall island beyond the pirate ship, keep moving to dodge incoming attacks. Launch a few fireballs now and then to destroy nearby cannons.*

## Walkthrough: The Swamp

*You eventually circle around to attack the pirate ship once more. The ship flees, sailing toward a collection of icebergs. Continue to pound it with fireballs and keep moving to avoid its counter-fire.*



*The pirate ship eventually slams into an iceberg and sinks into the icy waters below. To avoid suffering the same fate, fly low and squeeze through the gap between the first pair of icebergs that slam together.*



*These glaciers can be tricky to get past. If you need more time to react, slow down.*

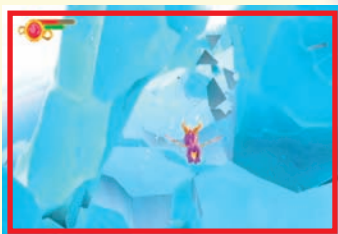
**Tip**



*Fly high to get past the next pair of glaciers without crashing into them.*



*The third pair of glaciers topples over, crashing into one another. Fly low to avoid them, then do your best to avoid the cannon fire you encounter beyond.*



# THE LEGEND OF **SPYRO**<sup>TM</sup> A NEW BEGINNING



*The last two pairs of icebergs come at you fast. Slow down and fly low to get past the first pair and high to sneak between the second.*



*Dante's Freezer is just ahead! Dodge the last few bits of cannon fire as you speed to Volteer's rescue.*



# Dante's Freezer

**D**ante's Freezer is a desolate arctic island that is littered with the machinery of war. Here, soldiers and weapons stand forever frozen in postures of destruction. Help Spyro infiltrate this frosty expanse and save Volteer from a most chilling fate!

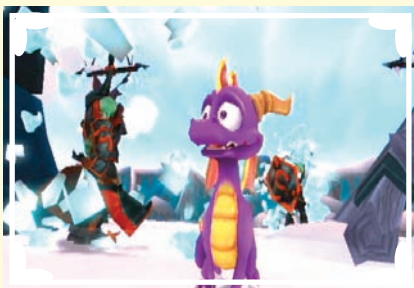
### AREA 0: TROLLS!



*Your progress is auto-saved at this point.*

#### *Heads up, Spyro!*

After making a rather sloppy landing, Spyro ventures into the first snowy area of Dante's Freezer. Two large, fearsome-looking warriors stand nearby, apparently frozen solid. As Spyro walks past the two ice-covered warriors, they suddenly spring to life and attack!



*These guys aren't so tough!*

These enemies are called Trolls—tough fighters who attack anyone that tries to invade Dante's Freezer.





They've obviously been frozen for a while, so why don't you do them a favor and warm them up with a nice, hot burst of fire?



**Note** *Trolls carry shields and can block your attacks. They can't block when they're stunned by Spyro's breath attacks, though!*

# Walkthrough: Dante's Freezer

## Map Legend

1 AREAS

 SPIRIT GEMS



## Dante's Freezer Enemies

	Cynder Commanders
	Cynder Leaders
	Cynder Soldiers
	Dreadwings
	Ice cannons
	Ogre Horsemen
	Ogres
	Trolls
	<b>Boss:</b> Ice King



**Tip**

Spyro's mega attack combo can defeat a Troll in one shot!

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# THE LEGEND OF **SPYRO**<sup>TM</sup> A NEW BEGINNING



*This looks interesting...*

After defeating the Trolls, Spyro finds his path blocked by a large pile of debris. Sparx

notices a catapult nearby, and suggests Spyro use the device to clear the rubble.



*The small barrels near the catapult are full of dynamite and explode when attacked. There are many more of these explosive barrels in Dante's Freezer—*

**Caution** *stay away from them!*



*You shoulda stayed frozen!*

A frozen Troll near the catapult smashes free and attacks. Defeat the monster, then look up at the sky.

**Uh-oh—Cynder Soldiers!**

Two Dreadwings fly overhead and drop two large barrels. The





## Walkthrough: Dante's Freezer

barrels explode when they hit the ground, releasing a gang of Cynder Soldiers! Stay behind the catapult to avoid the barrels, then punish the group of Cynder Soldiers for their sneaky attack.

**Tip**

*There are three spirit gems near the catapult. Smash 'em for goodies!*

*That's one big snowball!*

It's now time to use the catapult, but first you need to find some ammo and load it. Attack the tall tree near the catapult to make several large snowballs fall to the ground.

*Are we making a snowman?*

These giant snowballs are the perfect size to load into the catapult. Roll one toward the rear of the catapult and arm the device.

**Tip**

*It's easier to roll the snowballs when you make Spyro walk instead of run.*





# THE LEGEND OF SPYRO™ A NEW BEGINNING



*Ready to fire.*

Once you've loaded the catapult with a snowball, you're ready to fire! Attack the catapult to launch the snowball at the pile of rubble that blocks your path.



*Take that, rubble!*

Pow! The snowball slams into the pile of debris, knocking some of it

away. Fire two more snowballs at the rubble to completely destroy it, creating a way forward.

## AREA 2: THE FIRST BLOCKADE



*These guys are everywhere.*

Spyro encounters more resistance past the rubble. A large Cynder Commander summons a frosty wall to block the

young dragon's path, then orders a high number of Cynder Soldiers to attack. Stay away from the commander and defeat his soldiers from range.

# Walkthrough: Dante's Freezer



**Tip**

*When the Cynder Soldiers swarm in, run around in a tight circle and scorch them all with Spyro's flame breath.*

***Mega attack combos are fun!***

The Cynder Commander's frosty wall disappears after you defeat his goons. Run past the blockade, then use the ramps on the other side to reach the commander's platform. Fry the Cynder Commander with a dose of flame breath, then pound him with fast attack combos.



**Tip**

*Hit the commander with Spyro's mega attack combo to hurt him badly and score some bonus gems!*

***So far, so good!***

This area is secure, so it's time to move on. Jump through the opening in the north wall and run down the hallway that follows.



## AREA 3: THE SECOND BLOCKADE



### *Ooh, frosty.*

The moment you enter this area, a distant Cynder Commander summons a large wall of frost to block

your progress. The frosty wall prevents you from attacking the commander—you'll have to find some other way to harm him.



### *This one'll do!*

A nearby catapult provides a solution. Whack the tall tree near the catapult to make a few snowballs drop to the ground, then carefully roll one onto the catapult to arm it.



### *Ka-Blammy!*

After arming the catapult, smack it to send the snowball flying over the wall

of frost. The snowball slams into a pile of dynamite-filled barrels, causing a massive explosion! The blast completely wipes out all of the enemies in the area, and the frosty wall disappears.

# Walkthrough: Dante's Freezer

## *Reinforcements arrive.*

But wait, the area isn't secure just yet! Another Cynder Commander enters from the north and summons yet

another wall of frost to block your path. Several Cynder Soldiers leap in to ambush you as well, backed by a few Cynder Leaders. Unleash Spyro's flame breath to keep these enemies stunned as you pound each one with relentless combos.



*Spyro's devastating Fire Fury attack can help you quickly defeat many of these attackers. Unleash it when the fury gauge is full!*

**Tip**

## *Jeez, more enemies?*

After you crush the reinforcements, two Dreadwings fly overhead and deploy more Cynder Soldiers via explosive



barrels. Make short work of them with Spyro's fire breath and attack combos.

*Yeah, you better run!*





The Cynder Commander finally retreats after you defeat the Dreadwings' goons, and the wall of frost disappears. Run through the blockade and jump up the snow-covered steps to proceed.

## AREA 4: ICE CANNON BATTLE



*Yikes! What is that thing?*

Spyro encounters a new obstacle just past the second blockade: an ice cannon! This nasty device attacks by

spewing long streams of pure coldness, and it's well defended behind several dangerous barricades.



*Barricades feature sharp spikes—don't touch them or you'll lose lots of health!*

**Caution**



*Fight ice with fire.*

The barricades' pointy spikes make approaching the ice cannon extremely hazardous. Instead of rushing forward, keep your distance

and use Spyro's Fire Ball ability to blast the ice cannon from range. You may get hit by the ice cannon's frosty

# Walkthrough: Dante's Freezer

stream once in awhile, but the damage will be minimal.



**Tip**

*Double-jump into the air to spit Spyro's fireballs farther than normal.*



**Tip**

*If you haven't upgraded Spyro's Fire Ball ability through the pause menu, now's a good time to do so!*

***Can't hit me!***

If you happen to destroy one of the barricades during your long-range fireball assault, take the opportunity to run up close to the



ice cannon, then hammer it with relentless attack combos. The ice cannon was designed for ranged combat and can't harm you once you close in!

## AREA 6: THE THIRD BLOCKADE

***Can't we all just get along?***

In the clearing just beyond the ice cannon, the Trolls are fighting a pitched battle with a group of Cynder's minions. Looks like the defenders of Dante's Freezer aren't too happy to have Cynder's goons lurking around!



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*Sorry, guys!*

It's a shame to help Cynder's minions, but you've got to fight those Trolls. If you approach the Troll's

fort from the side, you can jump up and spit fireballs at them from a safe distance. As long as the fort's barricades hold, the Trolls won't be able to reach you.



**Tip**

*If Spyro runs low on breath energy, smash the nearby spirit gems to help him recover.*



*Whoa, that's a big Troll.*

If the fort's barricades collapse, you may want to take a more direct approach to beating the Trolls. Be careful,

though: one of the Trolls is actually an Ogre!



**Caution**

*Ogres are huge, heavily armored monsters. They're so heavy, they can't be knocked into the air by Spyro's Headbutt attack! This means you can't use mega attack combos against Ogres.*

## Walkthrough: Dante's Freezer

### *Torch that Wraith, Spyro!*

Once defeated, the Ogre sheds its armor and becomes a Wraith. Though they can't block your attacks,

Wraiths are still extremely dangerous opponents that can chop Spyro's health away in no time. Keep your distance and bathe the Wraith in Spyro's flames to quickly defeat it.



*Don't bother using attack combos against Wraiths—they float about very quickly and are tough to hit with normal attacks. Stand back and fry them with Spyro's flame breath instead.*

**Tip**

*These guys are nothing compared to that Ogre.*

After you secure the Trolls' fort, a few Cynder Soldiers rush at you from the blockade ahead.

Defeat these minor threats to completely secure the Trolls' half of the clearing.



*Cynder's minions regularly roll explosive barrels out from the blockade. The barrels always strike the catapult in the center of the clearing, so keep your distance!*

**Caution**





**Tip**

*There are more spirit gems on the other side of the Trolls' fort. Smash them when you need to replenish Spyro's health and breath energies.*



*The Trolls' fort houses a snowball tree.*

The catapult in the center of the clearing is the key to destroying the blockade ahead.

Smack the tree in the middle of the Trolls' fort to acquire some snowballs, then slowly roll one toward the catapult.



*These guys have it coming.*

Be very careful when approaching the catapult—Cynder's minions constantly roll explosive barrels

down at it from the blockade, and you don't want to get caught in those blasts! The barrels always come in pairs—wait until the second barrel strikes the catapult, then quickly load a snowball and retreat.

*Bye-bye, blockade.*



## Walkthrough: Dante's Freezer

You don't need to attack the catapult to fire the snowball—the blockade's explosive barrels do the job for you! Just sit back, relax, and enjoy the fireworks.

*Ah, much better!*

The explosive barrels stop coming shortly after you destroy the blockade. It's now safe to pass!



*Guess I'll go this way...*

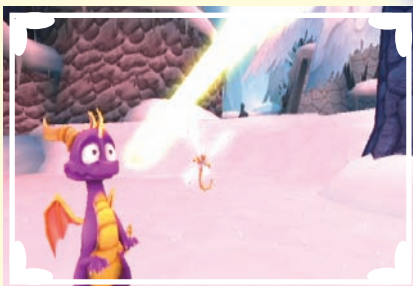
The northern bridge beyond the blockade lies in ruins—you'll have to take the long way around. Turn right just before the bridge and head for the snowy clearing to reach the next area.



## AREA 6: TROLL TOWER

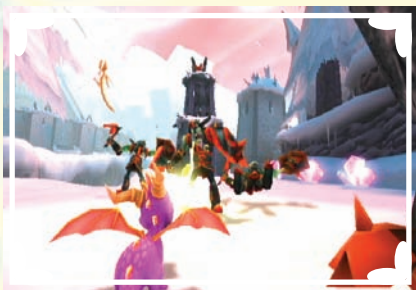
*Look out, Spyro!*

Spyro gets a real shock when he enters this small clearing, and it's not from the gang of Trolls that suddenly charge him from the distant tower. A bolt of lightning unexpectedly leaps from the top of the tower, striking Spyro square in the chest



# THE LEGEND OF SPYRO™ A NEW BEGINNING

and imbuing him with an entirely new breath ability: the Electric Stream!



## ***Shocking!***

By instinct, Spyro unleashes his newfound ability on the trio of Trolls that rush forward to attack him. A stream of pure electricity

flies from Spyro's mouth, zapping the Trolls and knocking them down!



*Spyro's electric breath is designed to knock enemies down and away from him—perfect for times when he's surrounded by gangs of tough foes.*

## ***Note***

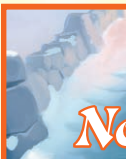


## ***These guys must come off an assembly line!***

More Trolls pour out from the tower, relentlessly attacking

Spyro. There seems to be no end to them—no matter how many Trolls you defeat, more just keep coming!

# Walkthrough: Dante's Freezer



## Note

*No more than four Trolls will attack you at any time, but as you defeat them, more rush into the fray.*

*Okay, this could be tricky...*

You guessed it: the only way to stem the flow of Trolls is to destroy the tower using the nearby catapult. A snowball-producing tree stands near the catapult—whack it as you fight the Trolls to acquire some catapult ammo.



*Whew! That was tricky!*

Loading snowballs onto the catapult is tough when you're being chased by enemies, but it can be done! Keep close to the catapult and use Spyro's newly acquired electric breath to knock down any nearby Trolls, then quickly push the snowballs toward the catapult until you manage to load one.



## Tip

*When the Trolls swarm in, quickly run around in a tight circle and use Spyro's electric breath to knock them all down.*

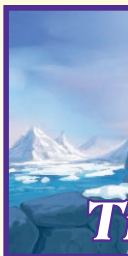




### *Way to go, Spyro!*

Once armed, simply attack the catapult to send a snowball flying across the clearing and crashing into the top of the Trolls'

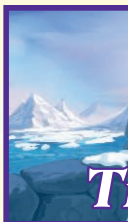
tower. Hit the tower with three snowballs to destroy its upper half and put a stop to the Trolls' relentless assault.



*Before you destroy the tower, keep killing Trolls to collect lots of blue gems and increase Spyro's spirit energy. Then upgrade Spyro's newfound Electric Stream ability through the*

**Tip**

*pause menu!*



*Until you destroy the tower, the Trolls never stop coming. If you've got time to spare, you can fully upgrade all of Spyro's current breath abilities simply*

**Tip**

*by defeating scores of Trolls.*

### *No Trolls here!*

The Trolls finally stop attacking once you destroy the top half of the tower. Smash the nearby spirit gems if you haven't already, then head through the



# Walkthrough: Dante's Freezer

tower that's to the right of the Troll tower to reach the fourth blockade.

## AREA 7: THE FOURTH BLOCKADE

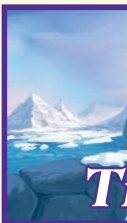
*The Trolls seem to control this blockade.*

Spyro is caught in a nasty trap when he approaches the fourth blockade: three Trolls storm out from the blockade's gates, and a giant Ogre attacks from the tower behind him!

*Save the Ogre for last.*



The Ogre moves very slowly, so try to defeat the three Trolls before he reaches you. When fighting the Ogre, remember: you can't score mega attack combos against him!



**Tip**

*After defeating the Ogre, switch to Spyro's flame breath. Keep your distance and use Spyro's flames to quickly defeat the Wraith that pops out of the Ogre's armor.*



### *More Trolls!*

The second wave of attackers is worse than the first. Four more Trolls pour out from the blockade's gates, and two angry

Ogres stomp into the clearing from the tower behind you. Again, try to wipe out all of the Trolls before you battle the Ogres.



**Tip**

*Use Spyro's electric breath to keep these enemies stunned and knock them down.*



**Tip**

*After defeating the first Ogre, switch to Spyro's fire breath and torch the Wraith that appears. Then go after the second Ogre.*



### *Cynder's minions take over!*

After you defeat the second wave of Trolls and Ogres, two Dreadwings fly overhead and deploy a gang of Cynder

Soldiers, along with a giant Cynder Commander. Don't let these guys take control of the blockade! Beat up the smaller soldiers before pummeling the commander with mega attack combos.

# Walkthrough: Dante's Freezer



**S** *Your progress is auto-saved at this point.*

*Don't miss those spirit gems!*

Excellent work!  
The fourth blockade is now secure.  
Smash the nearby spirit gems if you haven't already, then head through the blockade's gates to proceed.



## AREA 8: THE SOUTHERN BRIDGE

*Trapped!*

Spyro eventually comes to a large stone bridge, where yet another trap awaits him. The bridge's giant doors slam shut and two Dreadwings drop off a bunch of Cynder Soldiers!



*These goons never learn.*

The confines of the bridge make this a frantic fight, but nothing you haven't seen before. Beat all of the Cynder Soldiers to open the bridge's eastern door.





# THE LEGEND OF SPYRO™ A NEW BEGINNING



*Outta my way, bonehead!*

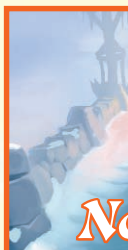
A Cynder Commander guards the bridge's eastern door. Several more Cynder Soldiers and a few Cynder

Leaders are camped just a short distance behind the commander—try not to draw too much of their attention as you battle him.



**Tip**

*Don't forget to use Spyro's mega attack combo against the Cynder Commander—you'll earn extra gems!*



**Note**

*If you're tired of the slow-motion effect that occurs when you perform mega attack combos, pause the game and visit the options menu to turn them off. (See the "Game Basics" portion of this guide for details.)*



*Sorry, guys—this campsite is off-limits.*

After defeating the Cynder Commander, move forward and attack the rest of his

troops. If you haven't been noticed, open things up by launching a few fireballs from range!

# Walkthrough: Dante's Freezer



**Tip**

*Don't miss the two spirit gems near the wall beyond the campsite!*

*Those icicles look dangerous.*

Once the campsite is secure, head through the large hole in the southern wall to enter a frozen hallway. Lots of icicles hang from the hallway's ceiling, and they look pretty sharp!

*Ruuuuun!*



When the camera view spins around to show you Spyro's face, it's time to boogie! Charge down the hall before the icicles come crashing down on you.

## AREA 9: THE TROLLS GET BOMBED!



*Look out, Trolls!*

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# THE LEGEND OF SPYRO™ A NEW BEGINNING

As he exits the hallway, Spyro witnesses the destruction of a Troll fortress at the hands of Cynder's goons. A



Cynder Soldier lights a long nearby fuse, which eventually detonates a pile of explosives within the Trolls' fort!

***Cynder's goons  
take control!***

The huge blast completely wipes out the surrounding Trolls. Seconds later, a few Dreadwings fly by and deploy barrels full of Cynder Soldiers. Cynder's minions now control the area!



***Later, goonies!***

Cynder's goons may have done you a favor by getting rid of the Trolls, but they're still no friends of yours. Approach the fort and start smacking around those Cynder Soldiers!

***Incoming!***

As you defeat the surrounding Cynder Soldiers, Dreadwings steadily fly by and

drop off many more. Make good use of Spyro's breath abilities and keep those attack combos rolling!



# Walkthrough: Dante's Freezer

**Caution**

*Keep to one side of the fortress or you risk getting squashed by the Dreadwings' falling barrels!*

*Shiny, shiny spirit gems!*

When the Dreadwings stop deploying troops, the area is secure. Smash the nearby pair of spirit gems, then head through the east gate to reach the next area.



## AREA 10: TROLL HORSEMEN ATTACK!

*The Troll Horseman makes his debut!*

Spyro falls victim to yet another trap just beyond the Troll fortress—the gate slams shut behind him, and a fearsome Troll Horseman storms in to attack



from the next gate ahead!

*Whoa, I can lift this guy?!*

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Amazingly, Spyro is able to lift the massive Troll Horseman into the air with his Headbutt attack! You know what that means: mega attack combo time!



## Note

*Like Cynder Commanders, you earn bonus gems when you perform mega attack combos on Troll Horsemen.*



*These guys look angry...*

After beating the first Troll Horseman to a pulp, two more enter from the east gate, backed by four regular Trolls. This is a tough fight, so don't hold back! Use Spyro's breath abilities to keep these enemies stunned and pound each one with mega attack combos.



## Tip

*There are four spirit gems in this area. Break away from battle and smash them apart when you need to replenish Spyro's health or breath energy.*

## Ogres ahead!

The east gate opens after you defeat the Trolls and Troll Horsemen, allowing you to proceed. Some



# Walkthrough: Dante's Freezer

Ogres are standing watch in the next area, so get ready for another tough fight!



**Tip**

*If you don't need to restore Spyro's health or breath energy, don't smash all of the nearby spirit gems—they'll soon come in handy.*

## AREA 11: THE OGRES' LAST STAND

### *A terrible trio!*

Three massive Ogres make their stand against Spyro in this area. This is the Troll army's last stand—defeat these Ogres and you'll only have to face Cynder's goons from here on!



**Tip**

*The gate doesn't shut behind you when you approach the Ogres. Try to lure them into the previous area and fight them one at a time.*



*Well, here goes nothing!*

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# THE LEGEND OF **SPYRO**<sup>TM</sup> A NEW BEGINNING

Stun the Ogres with Spyro's fire or electric breath, then focus on defeating each one in turn with relentless attack combos. The more you stun the Ogres, the better!



**Tip**

*If you left some spirit gems in the previous area, flee from the Ogres and smash the gems when Spyro's health and breath energies start to run low.*



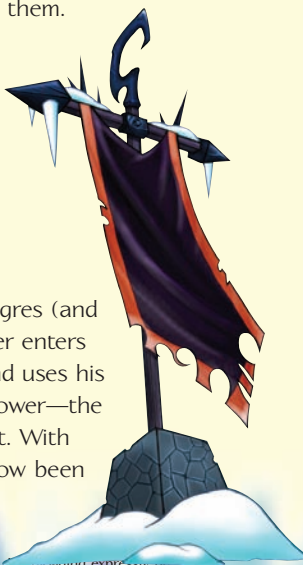
*Hey, Wraith:  
how do you like  
your ribs?*

As before, Wraiths pop out of the Ogres' armor when you defeat them. Again, keep your distance and bathe the Wraiths in fire to quickly defeat them.



*A Cynder Commander destroys  
the Trolls' tower.*

Once you've defeated all three Ogres (and their Wraiths), a Cynder Commander enters the area from the northeast wall and uses his chilling magic to destroy a nearby tower—the last of the Trolls' towers, to be exact. With this final blow, the Troll army has now been completely crushed.



# Walkthrough: Dante's Freezer

## *Attack the middle of the barricade.*

The Cynder Commander flees after destroying the tower and a wall of barricades stops you from catching him.



Carefully approach the middle of one of the barricades and attack it to destroy it without being poked by its side spikes.



**Tip**

*If you've got breath energy to spare, it's safer to blast the barricades from range using Spyro's Fire Ball ability.*

## *Smash those spirit gems, Spyro!*

There are two spirit gems just beyond the barricades. Smash them to heal up, then jump up the nearby steps and enter the opening in the wall. Run down the long hallway that follows to reach the next area.



## **AREA 12: STORMING THE BARRACKS**

You've done well so far! Now it's time to infiltrate the inner chambers of Dante's Freezer, which are being used as barracks for Cynder's evil underlings. Ambushes abound, so keep your wits about you!



# THE LEGEND OF SPYRO™ A NEW BEGINNING



*You'll pay for this, big guy!*

Speaking of ambushes, you stumble into one in the clearing just outside the hallway.

As you cross the clearing, a Cynder Commander enters through the far doorway and summons a ring of frost around you, trapping you in the center of the area!



*I hate these sneaky traps!*

After trapping you, the Cynder Commander flees. A gang of Cynder Soldiers then pop up from the ground

inside the ring of frost and attack! A Cynder Leader also enters the area from the far doorway, but he stays outside the frosty ring and hurls sticks of dynamite at you from range. Use fast attack combos to beat up the soldiers and knock away any dynamite that lands nearby.



# Walkthrough: Dante's Freezer



**Tip**

*Smash the spirit gem in the center of the frosty ring when you need to heal up.*

## **Bombs away!**

Once you've dealt with the nearby soldiers, jump into the air and spit fireballs at the distant Cynder Leader. Keep launching fireballs until the leader is no more.



**Note**

*If Spyro runs out of breath energy, more Cynder Soldiers pop up to attack. Defeat them to collect the green gems they drop and refill Spyro's breath bar.*

## **Vengeance is mine!**

The Cynder Commander reenters the area after you kill the Cynder Leader. Batter him with mega attack combos when he enters the ring of frost. If the commander retreats, jump up and pound him with Spyro's fireballs. The ring of frost disappears after you defeat the Cynder Commander, allowing you to proceed.



**Tip**

*Remember: Spyro can spit fireballs much farther after a double-jump!*



*Like this'll stop me!*

A few barricades block a wooden door just beyond the clearing. Carefully smash through the barricades (or blast them with fireballs from afar), then attack the wooden door to proceed.



*The barracks hold lots of goons.*

The door leads into the first of the Cynder-goon

barracks. A Cynder Leader stands on a high balcony and tosses dynamite at you. A Dreadwing flies overhead and drops a barrel full of Cynder Soldiers down at you. Wipe out these goons before you go any farther.



**Tip**

*Jump up and spit fireballs at the high Cynder Leader to defeat him.*

*More of  
Cynder's  
minions attack!*

More Cynder Soldiers come crashing through the roof at the

other side of the room. Another Cynder Leader hurls



## Walkthrough: Dante's Freezer

dynamite at you from a high ledge. Defeat these minions to secure the barracks, then smash the nearby wooden door to proceed.

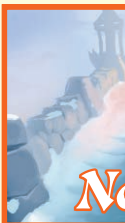


**Tip**

*The Cynder Leaders on the balconies sometimes blow themselves up with their own dynamite. (They aren't very bright.) If this happens, move close and double-jump to collect the gems they leave behind.*

### *Spirit gems! Yay!*

You find two spirit gems just outside the barracks. Destroy them to replenish Spyro's health and breath energies before you enter the next set of barracks ahead.



**Note**

*Don't forget to pause the game and upgrade Spyro's breath abilities—he can only store so much spirit energy, and you don't want those valuable blue gems to go to waste!*



*Spirit gem shards give out gems, too!*



Barrels full of spirit gem shards are nestled just inside the doorway to the second set of barracks. Attack them to collect more gems, then carefully destroy the barricades ahead and journey onward.



**Note**

*Like spirit gems, spirit gem shards are labeled on the maps in this guide for your reference.*



***These guys are toast!***

A gang of Cynder Soldiers leaps in and attacks you after you bust through the barricades. Mess 'em up, then bash through the nearby wooden door to reach the barracks' other side.



***Bring it on, fellas!***

A giant Cynder Commander awaits you on the other side of the barracks, and he's not alone—several Cynder Soldiers pop up from the snowy ground and attack as well! Pummel the soldiers, then drill the commander with mega attack combos to defeat him and secure these barracks.

# Walkthrough: Dante's Freezer

*Ready or not, here  
I come!*

Two Cynder Leaders have set barricades in the narrow alley that leads to the third set of barracks. Run to the middle of one of the barricades and attack it to smash it apart, then punish the leaders for their little trap.

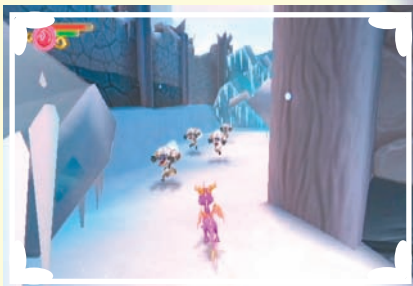


*If destroying barricades isn't your  
thing, just hang back and spit fireballs  
at them instead!*

**Tip**

*Decisions,  
decisions.*

Just ahead, a few barrels of spirit gem shards sit in a tiny alcove. If you smash the barrels, you must battle a few Cynder Soldiers—but it's well worth it! When you're finished looting the alcove, destroy the nearby barricades to proceed.



*Just the four of  
you, eh?*

Beyond the barricades, a few more Cynder Soldiers drop down from a distant snowy ledge and attack. After

# THE LEGEND OF SPYRO™ A NEW BEGINNING

you defeat them, jump onto the ledge they came from to reach the third (and final) set of barracks.



*That's a lotta leaders!*

The third set of barracks must be reserved for Cynder Leaders, because there sure are a lot of them! Show them

no mercy, then smash through the nearby barricade and the wooden door that follows to proceed.

## AREA 13: THE NORTHERN BRIDGE



*Whoa—didn't see that coming!*

You eventually come to a bridge that isn't broken, completing your roundabout journey toward the island's main

fortress. Unfortunately, the bridge crumbles under Spyro's weight as he begins to cross it! When the bridge starts to collapse, quickly turn around, running and jumping backward to avoid falling into the massive chasm below.

# Walkthrough: Dante's Freezer

*Where there's a will, there's a way!*

Fortunately, a few small portions of the bridge remain intact. Jump and glide onto each bit of bridge to cross it safely.



*There's no need to double-jump as you cross the broken bridge—normal jumping glides work just fine.*

**Tip**

## AREA 4: DREADWING AMBUSH!



*Run, Spyro!*

As you cross the huge clearing beyond the bridge, several Dreadwings fly overhead and drop huge explosive barrels. No goons pop out of these ones—they're simply meant to blow you to bits! Turn around and run back toward the bridge to avoid the Dreadwings' devious barrel-bombs.







*These guys look ready to fight!*

When the Dreadwings' bombing run is over, cross the clearing again to reach the other side

of the first northern bridge you encountered oh so long ago. A group of goons near the bridge have fallen asleep, but they wake as you approach, ready to defend themselves.



*Dreadwings are even uglier up close!*

Before you begin your attack on the bridge's guardians, a giant Dreadwing flies overhead and lands

directly in front of you! Dreadwings are dangerous enemies that like to swipe at you with their claws, and they can also emit sonic screams from range. Worse, Dreadwings are tough to kill—they often block your

attacks by covering up with their wings!



*So you guys like dropping barrels on me, eh?*

Fortunately, Spyro can knock Dreadwings into the

air with his Headbutt attack, which allows him to hammer them with his mega attack combo. Stun this one with a

## Walkthrough: Dante's Freezer

nice dose of flame breath, then proceed to batter it with a mega combo! Repeat this attack pattern as necessary until you defeat the Dreadwing, then go after the rest of the goons near the bridge.



**Tip**

*Go for those mega attack combos against Dreadwings—they'll give you extra gems!*

### ***Dreadwing reinforcements arrive!***

Hang on, you're not done yet! After beating the bridge goons, two more Dreadwings fly up from the southern chasm and land in the clearing behind you. Back to work you go!



### ***Fry those Dreadwings, Spyro!***



Again, it's best to stun these Dreadwings with healthy bursts of fire, then pound them with mega attack combos. Rinse and repeat until you drop each one in turn.



**Tip**

*If you run out of breath energy, just knock the Dreadwings into the air with a simple headbutt, then jump up to attack them in midair.*

# THE LEGEND OF SPYRO™ A NEW BEGINNING



*These guys just keep coming!*

After you defeat both Dreadwings, two more fly up from the southern chasm. To make matters worse, two

Dreadwings fly overhead and deploy some Cynder Soldiers as well! Just keep fighting until the Dreadwings stop coming—you have to defeat *a lot* of them!



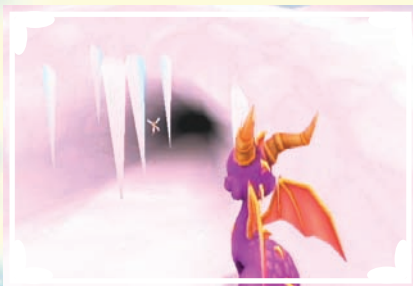
**Tip**

*When Spyro's health or breath energies run low, stop fighting the Dreadwings and beat up the weaker Cynder Soldiers for gems.*



*The fortress door is shut tight.*

After awhile, the Dreadwings finally decide to stop their assault. Spyro tries to hammer down the front door of the main fortress, but it won't budge!



*Sparx finds another way inside!*

With his keen eyesight, Sparx notices a tiny cave in

a nearby snow bank. Flying inside, Sparx discovers that the cave leads into the main fortress! Hurry, Spyro—

# Walkthrough: Dante's Freezer

Volteer is being held inside the fortress, and he needs your help!

## AREA 6: THE ICE KING'S LAIR



*Your progress is auto-saved at this point.*

*These guys **really** love their job.*

The small cave opens into a wide, circular cavern with an icy floor. A hoard of Cynder Soldiers await you—show them no mercy!



*If Spyro's fury gauge is full, unleash his Fire Fury attack and wipe out all of the Cynder Soldiers in one giant blast!*

*Fill up on gems—a tough fight is ahead!*

Spirit gems line the walls of the tunnel that leads into the next chamber. Smash them all and upgrade Spyro's breath abilities, then





continue down the tunnel and drop down into the next chamber ahead.



**Tip**

*If possible, try to upgrade Spyro's Fire Ball ability to the second level—you'll be using it very soon!*

## AREA 16: BOSS FIGHT: ICE KING



### *There's Volteer!*

Spyro discovers Volteer lying unconscious in the next chamber. Before he can rescue the Guardian Dragon, a massive warrior rises from the icy throne beyond—the Ice King!



### *The Ice King awakens!*

The Ice King is the ruler of Dante's Freezer, and he's

under strict orders from Cynder not to let anyone rescue Guardian Dragon Volteer. Get ready for the toughest fight you've faced yet!

# Walkthrough: Dante's Freezer

*Eat lightning,  
big guy!*

There are three phases to the battle against the Ice King. During the first phase, the Ice King wields a sword and a shield.

Switch to Spyro's electric breath and zap the Ice King until his shield is destroyed. Then switch back to Spyro's flame breath and launch fireballs at the Ice King from a safe distance.



*The Ice King occasionally stomps the ground, summoning giant blocks of ice that slide toward you. Double-jump to avoid the ice blocks, and don't let them push you off the edge of the arena!*

**Caution**

*Spyro's fireballs go  
**BOOM!***

Each time the Ice King restores his shield, jolt him with Spyro's electric breath to destroy it. Don't worry about

the spherical forcefield he occasionally summons—Spyro's fireballs pass right through it.



*The Ice King periodically casts sharp icicles down from the ceiling to poke you. Smash these icicles for gems to restore Spyro's health and breath energies!*

**Tip**

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*The Ice King's poleaxe has a longer reach.*

After suffering enough damage, the Ice King changes tactics. He abandons his sword and shield

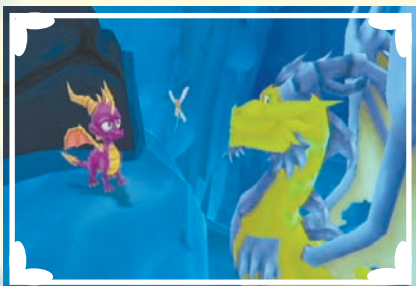
in favor of a much longer poleaxe, and the second phase of the fight begins! Continue to keep your distance from the Ice King, pelting him with fireballs from range and smashing the icicles that drop from the ceiling for gems.



*Can't catch me!*

In his final form, the Ice King wields his sword once more, but he's too weak to carry a shield. His movement is also slowed by the

loss of a boot, making it easier for you to outmaneuver him. Watch out for the Ice King's new frost breath attack as you continue to pound him with fireballs from afar until the battle is over.



*No wonder they gagged this guy...*

Freed from imprisonment, Guardian Dragon Volteer can't thank Spyro enough for his heroic deeds...

literally! The motor-mouthed Guardian Dragon, grateful for his rescue, goes on and on until Sparx finally

## Walkthrough: Dante's Freezer

interrupts him, advising that they return to the dragons' temple to speak with Ignitus. Thrilled at the prospect of being reunited with his old friend, Volteer agrees to return to the temple with Spyro.

### Volteer's Story

*Back at the dragons' temple, Volteer began to tell Ignitus all that had happened to him since his capture. He told his old friend that Cynder had been using him as an organic source of energy—in short, she had turned him into a living battery!*



*Volteer went on to say that Cynder had eventually left him, and that she was carrying a glowing yellow orb with her when she went. The Guardian Dragon believed that he had been used by Cynder to power the yellow orb—but he had no idea what it was, or why she had wanted it.*



*Ignitus seemed to know something about the orb, but he didn't say much. He simply told Spyro that he needed to rescue the other Guardian Dragons before Cynder could power any more orbs.*





*Volteer agreed with Ignitus—Spyro had to rescue the other Guardian Dragons, and fast. But before they sent Spyro on his way, Volteer wanted to teach the young dragon a few things about his newly acquired Electric Stream ability...*



## TEMPLE DOJO—VOLTEER'S TRAINING LESSON

Ready for your second training lesson, Spyro? Don't worry—this one's much easier than the first! As you may have guessed, Volteer is the Guardian Dragon of electricity. He'll teach you everything you need to know about your new electric breath!



**Note**

*Your progress is auto-saved at this point.*

### CHALLENGE 1: THROWING DUMMIES

In his first challenge, Volteer asks Spyro to use his electric breath to throw the dummies into the stationary targets. Zap one



## Walkthrough: Dante's Freezer

of the dummies, then move the left analog stick to throw it into the nearest target. Smash all of the targets before time expires to complete the challenge!



**Note**

*As before, Spyro never runs out of breath energy while training at the temple dojo.*

### CHALLENGE 2: SHOCKING DUMMIES

Volteer's second challenge is a walk in the park. Simply chase the Dojo Dummies around and shock them with Spyro's electric breath to defeat them all within the time limit.



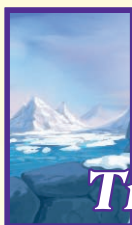
### CHALLENGE 3: BASIC ELECTRIC ARC

Next, Volteer teaches Spyro a whole new ability: the Electric Arc! Toss some bolts of lightning toward the stationary Dojo Dummy. Once struck, the Dojo Dummy is lifted into the air, imprisoned in a cage of pure electricity!





Jump up to meet the dummy in midair, then hammer it with a midair attack combo. Do this before time runs out to complete the challenge!



**Tip**

*The more electric arcs you zap the dummy with, the longer it stays airborne. Jolt it two or three times to give yourself plenty of time to jump up and attack it.*

## CHALLENGE 4: ADVANCED ELECTRIC ARC



This is Volteer's most difficult challenge, so don't worry if it takes a few tries to get it right! The object here is to imprison each Dojo Dummy in a cage of lighting using Spyro's

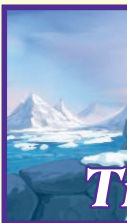
Electric Arc ability, then jump up and pound them with a midair attack combo. Unfortunately, there are a lot of dummies to catch, and they all run away from you!

As you chase after each dummy, fire multiple bolts of



## Walkthrough: Dante's Freezer

electricity. Once you've trapped a dummy with a few electric arcs, jump into the air and defeat it with a midair attack combo. Move fast—you're working under a strict time limit!



**Tip**

*The trick to beating this challenge lies in zapping each dummy with at least two or three electric arcs. If you only hit them with one, the dummies won't stay airborne long enough for you to combo.*

### CHALLENGE 5: ELECTRIC FURY

For Volteer's final challenge, Spyro must defeat enough small Dojo Dummies to charge up his fury gauge and unleash a new attack: Electricity Fury! Beat up the smaller dummies until the larger ones appear and swarm in, then unleash Spyro's devastating Electricity Fury attack!



Excellent work! You've completed all of Volteer's challenges, and you're well on your way to mastering the power of electricity. Cynder's minions had better watch out!





# Tall Plains

**D**he Tall Plains were once home to an ancient tribe called the Atlawa. The Atlawa were a proud people who lived in tune with the rhythm of the seasons. Each day, the Atlawa strived to improve their relationship with their land, their crops, and their gods. Now, they've all been driven underground by Cynder and her evil minions. Ignitus believes Cynder is holding Guardian Dragon Cyril at the Atlawa's sacred shrine, where he's likely being used to power another orb. Explore the Tall Plains and rescue Cyril before Cynder's nefarious plot succeeds!



# Walkthrough: Tall Plains

## Tall Plains Enemies



Armadillos



Cynder Commanders



Cynder Leaders



Cynder Soldiers



Dreadwings



Earth Cannons



Rubble Brutes



**Boss: Stone Sentinel**



## Map Legend

① AREAS

💎 SPIRIT GEMS



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## AREA 0: LURED INTO AN AMBUSH!



**S**

**Note**

*Your progress is auto-saved at this point.*



### *Tall Plains, indeed!*

The Tall Plains are aptly named—Spyro begins on a small, grassy platform that's so tall, it's way up in the clouds!

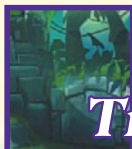
Run, jump, and glide onto the next two platforms ahead, making your way toward the larger island in the distance.



### *Atlawa jugs hold valuable gems!*

On the large island, a Cynder Soldier stands watch near a giant stone doorway. When he sees Spyro approach,

the soldier flees, running off to alert his superiors. Before you follow the soldier, jump onto the ledge near the stone doorway and attack the two clay jugs there to collect some gems.



**Tip**

*Keep your eyes peeled for more of the Atlawa tribe's jugs—they're scattered all over the Tall Plains!*

## Walkthrough: Tall Plains

### *The Cynder Soldier flees once again.*

After smashing the jugs, enter the stone doorway and run down the tunnel beyond. The Cynder Soldier awaits you at the end of the tunnel, but runs away again as you begin to draw near. Something's fishy about this guy!



### *Cynder's goons have gotten stronger!*

Just ahead, the Cynder Soldier you've been chasing meets up with a few of his buddies, one of which is a Cynder Leader. You've been lured into an ambush! Teach these goons not to mess with you, then head through the large hollow log you encounter a short distance ahead.



*Cynder's minions are a bit more challenging here at the Tall Plains. They take a few more hits to defeat than before, and they attack with greater ferocity.*

**Caution**

*Stay on guard, Spyro!*

*Don't miss the two Atlawa pots on the ledge near the ambush site!*

**Tip**



## AREA 2: CYNDER'S GOONS STRIKE BACK!



*These guys mean business!*

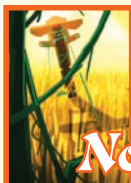
The hollow log leads to a small clearing, where many more Cynder Soldiers await you. To make matters worse, a

Cynder Commander stands on a high ledge and hurls sticks of dynamite at you! Pummel the soldiers when they swarm in and lob fireballs at the commander until you defeat him.



**Tip**

*Make good use of Spyro's mega attack combo during this fight—it keeps you off the ground and out of harm's way.*



**Note**

*Here at the Tall Plains, all enemies give out extra gems when you hit them with Spyro's mega attack combo, even Cynder Soldiers!*

*Tail strike this block after the fight.*



## Walkthrough: Tall Plains

When the smoke clears, check out the small block near the tall totem pole. Spyro can pound this block into the ground with his Tail Strike attack! Jump onto the block, then double-jump straight upward into the air. While airborne, hammer the block with a tail strike!

*Whoa, did I do that?*

Once flattened, the small block causes a hidden totem pole to rise up from the ground nearby. You'll use this totem pole in a short while—until then, head into the nearby hollow log to reach the next area.



*Keep on the lookout for more pressure blocks like the one you just flattened—there are many more in the Tall Plains!*

**Tip**

### AREA 3: THE SECOND PRESSURE BLOCK

*Don't trigger this trap!*

The second hollow log leads to a tiny patch of grass. Another hollow log lies to the left, but watch out: The

pressure plate on the grassy ground controls a trap in the right wall! If you move onto the pressure plate,



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Spyro's weight triggers the wall trap, which starts firing arrows. Carefully jump and glide into the left hollow log without triggering the wall trap.



*You'll face more of these pressure-sensitive traps in the Tall Plains. Be wary of the pressure plates that trigger them!*

**Caution**



***Yikes! Those arrows hurt!***

A nasty weapon is stationed at the end of the third log: an earth cannon! These devices are similar to the ice

cannons you faced at Dante's Freezer, except they fire volleys of pointy arrows at you instead of frosty streams. Dodge the earth cannon's arrows, then pound it with a few fireballs from range to destroy it.



*Spyro's Fire Ball ability is extremely handy in many situations here at the Tall Plains. Focus on upgrading it to its second level if you haven't already.*

**Tip**

***Jump out and glide to the left.***

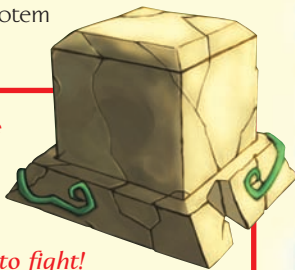


## Walkthrough: Tall Plains

After taking care of the earth cannon, jump through the hole in the middle of the hollow log. Carefully glide to the left, aiming to land near a collection of Atlawa pots.

### *Another pressure block!*

A few Cynder Soldiers guard a pressure block near the pots. Defeat these enemies and then tail strike the pressure block to raise another totem pole in the previous area.



*After pounding the pressure block, you're ambushed by three Cynder Leaders. Be ready to fight!*



### *Caution*

### *More wall traps!*

Two pairs of wall traps block your progress just up the grassy steps near the second pressure block. To pass by unharmed, lob a fireball or two at the bamboo shoots between the traps to destroy them, then carefully run past the first pair of wall traps when the lower one isn't firing. Wait between the traps until the lower half of the second pair isn't firing, then run past those as well.







### *Hidden spirit gems!*

As you continue up the steps beyond the wall traps, look up at the ledge to your left. Two spirit gems are nestled up there! Double-jump onto

the ledge, then smash the gems apart to replenish Spyro's health—a tough fight is ahead!

## AREA 4: RESCUING KANE



### *Spyro's first encounter with the Atlawa.*

Once Spyro reaches the top of the grassy steps, he witnesses a terrible sight: Two Atlawa

tribe folk are being held in cages, surrounded by a gang of Cynder's goons! A Dreadwing suddenly swoops down and carries off one of the cages, leaving the other one behind. You've got to save that poor guy!

*Cynder Commanders are much stronger!*



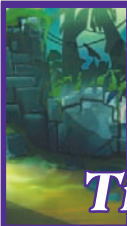
## Walkthrough: Tall Plains

This is a tough fight, so don't hold back! Pummel the Cynder Soldiers that charge you, then go after the Cynder Leader and Commander on the hilltop ahead. The Cynder Commander is particularly tough—he blocks your attacks more often and occasionally stomps the ground to create a wide shockwave. Jump to avoid his shockwave attacks and try to stun him with Spyro's breath attacks before unleashing attack combos.



*Before you approach the leader and commander, lob fireballs at them from afar to soften them up!*

**Tip**



*To end this fight quickly, headbutt these enemies into the air, then jump up and nail them with aerial horn dives. Knock them off the platforms to send them falling to their doom!*

**Tip**

*Kane's in a bad mood.*

After the fight, Spyro smashes the Atlawa tribe member's cage, freeing him. If the creature is grateful, he sure doesn't show it! He tells Spyro that his name is Kane, the leader of the Atlawa tribe. He says he needs no help in reclaiming his lands from Cynder, then storms off.





### *Why are Dreadwings always so angry?*

Before Spyro can chase after Kane, a Dreadwing suddenly lands in front of him and attacks! Again,

it's best to stun the creature with fire or electricity before attempting any attack combos.



*Knock the Dreadwing off the platform with an Aerial Horn Dive attack. This is a handy trick to use here in the Tall Plains!*

**Tip**



### *Watch out for that wall trap!*

After defeating the Dreadwing, turn around and continue climbing the grassy steps. Tail strike the pressure block you

find on one of the steps to raise yet another totem pole in the previous area, which lies just ahead.



*Quickly move forward after pounding the pressure block—there's a hidden pressure plate beneath it, which activates the nearby wall traps!*

**Caution**

## Walkthrough: Tall Plains

*Told ya you'd be using those totem poles!*

You've come full circle, Spyro! You're now back at the totem pole area, standing on the high ledge where the Cynder Commander had been during the previous battle. Jump and glide onto the tops of the totem poles, aiming to land on top of the hollow log that's directly across from the ledge. Run along the top of the log to reach the next area.



**Tip**

*There are some spirit gems on a ledge to the left. If you go after them, watch out for the keg of dynamite nearby!*

**Note**

*If you fall while leaping across the totem poles, you must retrace your steps through the last few areas to return to the high ledge and try again.*

### AREA 6: ARMADILLO ENCOUNTER



*Armadillos are native to the Tall Plains.*



Spyro encounters a new breed of enemy along the narrow path beyond the log: Two ugly Armadillos roll toward him and attack! Armadillos like to curl up into balls and roll toward Spyro, slamming into him. They're not hard to beat, though—a quick breath attack followed by a few attack combos do the trick quite nicely.



*There are several Atlawa pots on the ledges that border this path—smash them for gems!*

**Tip**



### ***More Armadillos attack!***

The path drops sharply and continues to the left. Jump down and defeat the three Armadillos that roll

in and attack you, then smash the nearby spirit gems for goodies.

## **AREA 6: THE TILTING LOG**



### ***I smell an ambush!***

The path eventually drops off again, opening into a wider clearing. Several of Cynder's minions lie in wait here, ready for battle. Drop into

the clearing and show those goons no mercy!

## Walkthrough: Tall Plains



*Spyro's fury gauge should be full by now—let the goons crowd around you and then unleash a fury attack to make short work of them!*

**Tip**

***Hey, more pressure blocks!***

Two pressure blocks sit at either end of the clearing. After thrashing the goons, tail strike both blocks to make two hidden totem poles rise from the ground nearby.



***The blocks control two hidden totem poles.***

The totem poles let you reach the top of the large, moss-covered log that's balancing on a narrow platform high above the clearing. Jump onto the shorter totem pole, then jump and glide onto the taller one. From there, jump and glide onto the log.



***This log is neat!***

The log teeters when you land on it, tilting to one side under Spyro's weight like a seesaw. Stand on the end of the log that's closest



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to the path you took to reach this clearing. This causes the log to tilt upward toward the high ledge ahead.



*The tilting log lets you reach this high ledge.*

When the log stops moving, run straight across it (don't charge). Double-jump and glide onto the ledge when you reach the other end of the log to proceed.



*Airborne combos keep you safe from dynamite.*

The trail eventually leads to a long stretch that's filled with pitfalls and Cynder's minions. Begin by jumping next to the first few Cynder Leaders and defeating them with mega attack combos. These combos help keep you in the air and out of harm's way.



*Don't step onto the leaf-covered pits!  
They're filled with bamboo shoots that  
poke you if you fall.*

**Caution**



*If you're about to fall into a leaf-covered pit, quickly execute a tail strike to smash the bamboo shoots below.*

**Tip**

## Walkthrough: Tall Plains

*Spyro's fireballs work great here!*

When you reach the Cynder Commander, launch fireballs at him to blow him to bits from range. Don't spit fireballs at the commander when he's blocking with his shield—they won't harm him!



**Tip**

*Two spirit gems sit on the left ledge—smash them when you need to replenish Spyro's health or breath energy.*

*An Armadillo ambush!*

A couple of Armadillos ambush you at the end of the trail, but they're nothing after what you've just been through! Beat them into oblivion and continue onward.



**Tip**

*After defeating the Armadillos, don't miss the two Atlawa pots on the ledge to the right!*





## AREA 7: ROPE BRIDGES & RUBBLE BRUTES



*Enter: the  
Rubble Brute!*

Just past the Armadillos, Spyro encounters a new Tall Plains adversary: the Rubble Brute!

These mobile piles of

stone move very slowly but attack with tremendous force. They can withstand a great deal of punishment and often block your attacks with their smaller left arm.



*Rubble Brutes can  
take a lot of hits!*

Fortunately, Spyro is able to lift Rubble Brutes into the air with his headbutt attack.

Stun this one with a

burst of fire or lightning, then nail him with a mega attack combo. Repeat this attack pattern until the Rubble Brute falls to dust.



**Tip**

*There are lots of Atlawas pots near the Rubble Brute—smash them for gems if Spyro's health runs low.*

## Walkthrough: Tall Plains

*Hang around and beat up these goons.*

Beyond the Rubble Brute, a long rope bridge stretches across to a distant platform.

Wait for a moment before you cross the bridge, though—a Dreadwing soon flies by and drops off some Cynder Soldiers! Defeat these enemies, then cross the rope bridge to proceed.



*I was hoping you'd drop in!*

The Dreadwing loops around, lands, and attacks you after you cross the rope bridge and reach the distant

platform. As you battle the Dreadwing, try to knock it off the edge of the platform with an aerial horn dive!



*Watch for Armadillos!*

The next rope bridge leads to another small, circular platform. The center of the platform is

dominated by a large rock formation, and another Rubble Brute awaits you. Two Armadillos roll into view and ambush you when you approach the Rubble Brute, so watch out!





**Tip**

*Since Spyro can headbutt Rubble Brutes into the air, try to knock this one off the platform with an aerial horn dive.*



*This guy's going for a ride!*

Another fearsome Rubble Brute awaits you on the other side of the platform. Knock him into the air with a headbutt

and then hit him with an aerial horn dive to send him on a one-way trip through the surrounding clouds.



*This should be fun...*

The next rope bridge has been destroyed by Cynder's forces—you'll have to make a risky glide to reach the distant island

ahead. Run and double-jump forward, then glide through the clouds.



**Note**

*Don't worry about the Dreadwings that fly by as you glide toward the island—they won't harm you.*

## Walkthrough: Tall Plains

*The Dreadwings aren't a threat, but the stone ledge is!*

Heads up: The stone ledge you're about to land on quickly crumbles under Spyro's weight! Keep moving forward when you land on the ledge to run onto the grass, then jump up and enter the large stone doorway ahead.



*These wall traps can't catch me!*

The stone doorway leads into a short hall. Four wall traps fire arrows as you move through the hall—charge forward and avoid being struck.



### AREA 8: A HUGE AMBUSH!

*Trapped!*

When Spyro enters this large, circular area, a Cynder Commander summons a pair of glowing forcefields, trapping the young dragon inside. Six Armadillos then roll down from the corkscrew-like ledges that wrap around the outside walls and attack!



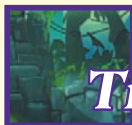




*These goons never give up!*

After you defeat the Armadillos, a gang of Cynder Soldiers pop up from the ground nearby and attack. Wipe out

these minions and then begin to run up the corkscrew ledges, defeating every goon that gets in your way.



**Tip**

*There are many spirit gems and Atlawa pots in this area. Use them wisely!*



*Payback time!*

When you reach the top ledge, the Cynder Commander reenters the area and attacks. Soften him up with fireballs from range before

closing in for the kill. Once the commander is defeated, the forcefields he summoned disappear, allowing you to proceed.



**Tip**

*If the Cynder Commander just sits there and blocks, circle around him and attack from behind!*

## Walkthrough: Tall Plains

### *Aerial Horn Dive this guy to beat him fast.*

You're not out of the woods quite yet: A Dreadwing swoops down and attacks just as you leave the area. This is an easy fight—just knock the Dreadwing into the air and then follow up with an aerial horn dive to send it smashing through the nearby fence and over the edge beyond.



*A collection of Atlawa pots is hidden  
by some nearby plants—smash them  
for gems!*

**Tip**

### *Stop to pummel these soldiers.*

Jump and glide onto the next small platform ahead, where a group of Cynder Soldiers rush to ambush you.

Pound these little guys before you go any farther.



*Get rid of this  
guy fast!*



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As you run around the platform's central rock formation, a Cynder Commander leaps out and attacks. This can be a tough fight in such a small area—do your best to send the commander over the edge with an aerial horn dive before he does too much damage.



**Tip** *There are a few more Atlawa pots on the platform's central rock formation.*



*This bridge doesn't get bombed.*

Jump to the next small platform ahead. The rope bridge to the right gets bombed by an overhead Dreadwing

as you land on the platform. You can't reach the Atlawa pots to the right anymore, so proceed across the long bridge that's directly ahead to reach the next large island.

## AREA 9: WATER WHEEL FIELD



*This place looks kinda creepy...*

The bridge leads to a wide field that's filled with earth cannons, pressure blocks, and strange-looking water wheels. You

must pound the pressure blocks to activate the water wheels, then ride up the water wheels to reach the higher levels of the field.

## Walkthrough: Tall Plains

*Fire Ball those  
earth  
cannons,  
Spyro!*

It's best to destroy all of the nearby earth cannons before you pound the pressure blocks. This keeps them from pelting you with arrows as you go about your business. Spit fireballs at the earth cannons from afar to safely destroy them.



*Atlawa pots are hidden in some corners  
of the field. Smash them when Spyro's  
health or breath energies get low, but  
don't waste them!*

**Tip**

*Armadillos guard  
the pressure  
blocks.*

After destroying the nearby earth cannons, run around and tail strike each pressure block to activate the first water wheel. Be careful, though: Each time you pound a pressure block, you're attacked by Armadillos!



*The water wheels  
move you upward.*





Once you've activated the first water wheel, jump onto it and ride up to the second level of the field. Again, destroy all of the nearby earth cannons before you begin pounding pressure blocks to activate the second



water wheel. Use the second wheel to reach the field's third level, then repeat the same procedure to reach the fourth.

***Yikes! More Rubble Brutes!***

The fourth level of the field features a small stone building. Three large Rubble Brutes guard the building, so be ready for a fight! Defeat each Rubble Brute in turn to open the building's other door, then head through it to proceed.



**Tip**

*There are lots of Atlawa pots inside the small building—smash them before you leave to replenish Spyro's energy.*

## AREA 10: SAVING KANE (AGAIN!)

*Look out, Kane!*



## Walkthrough: Tall Plains

After exiting the small building, Spyro watches as Kane tries to fight off several Rubble Brutes all by himself. The fight doesn't go his way, and Kane is knocked off the edge of a tall waterfall!

*Whoa! Cool!*

Seeing Kane drift helplessly downstream, Spyro suddenly leaps into action. Without thinking, he instinctively breathes out a stream of freezing cold air, turning the river into solid ice! This stops Kane from being washed over the edge of the next waterfall ahead—a drop he surely wouldn't have survived!



*Kane's gonna be all right!*

No one is more surprised than Spyro at his newfound ability to breathe frosty streams of ice, but there's no time for him to wonder about it—those Rubble Brutes are *really* angry, and they're not going anywhere without a fight!



*Juggle those Rubble Brutes, Spyro!*

Kane takes off, leaving Spyro to deal with the four angry Rubble Brutes. Switch back to Spyro's fire or electric breath—his newfound Ice Stream ability isn't powerful enough yet to do much damage against these tough enemies.





**Tip** Focus on defeating each Rubble Brute in turn, and try not to draw the attention of all four at once.



**There are spirit gems nearby.**

If you need to replenish Spyro's health or breath energy during the fight, smash through the bamboo shoots

in the area's southwest corner to find three hidden spirit gems. Once you defeat the four Rubble Brutes, a nearby door opens—head through to reach the next area.

## AREA 11: WAYLaid BY GOONS!



**Note** **S** Your progress is auto-saved at this point.



**Ambushed again!**

The door leads into another small clearing, where a Cynder Commander on a high ledge orders a gang of Cynder Soldiers to

drop down and attack you. The commander remains on the ledge, tossing dynamite down at you from afar. Wipe

## Walkthrough: Tall Plains

out his soldiers, then start jumping up the grassy steps to the left.



**Tip**

*Spyro's Ice Stream ability freezes weaker enemies in snowballs, trapping them for a short time. Try it out against the Cynder Soldiers!*

*Were these guys hiding up here all day?*

Three Cynder Leaders jump up and attack you as you jump up the steps. Stop to teach them a lesson in manners before you continue.

*Fireballs make pretty explosions.*

The real threat is the earth cannon stationed just ahead. After dealing with the Cynder Leaders, jump up and lob fireballs at the earth cannon to destroy it from a safe distance. Continue spitting fireballs from this spot to defeat the Cynder Commander as well. When the far ledge is clear, jump and glide onto it, then head into the nearby hollow log to proceed.



**Tip**

*The bamboo shoots inside the log hide a secret stash of Atlawa pots. Smash the shoots to get at the pots.*



## AREA 12: MALLETS AND MINIONS



*Wow, tough crowd!*

The log brings you to a narrow area, where more of Cynder's minions have taken up strong defensive positions. Earth

cannons fire arrows at you, and as you advance, the distant Cynder Leaders start tossing sticks of dynamite! Worst of all, two massive mallets swing through the center of the area, fully capable of pulverizing anything that gets in their way—including small purple dragons!



*Take cover after each fireball.*

The nearby earth cannon is your first target. Hammer it with fireballs until it's destroyed, running

to one side after each attack to avoid its return-fire.



**Tip**

*After destroying the earth cannon, smash the spirit gems near the hollow log to recover health and breath energy.*

## Walkthrough: Tall Plains

*Nice try, boys!*

Move forward after destroying the earth cannon and pummel the Cynder Soldiers that leap in from the sides to ambush you. Then spit more fireballs at the bamboo shoots ahead so you can advance safely.



**Caution**

*Watch out for those giant mallets—getting hit by them really hurts!*

*You're safe from the mallets here.*

The spirit gem between the bamboo shoots is directly between the two mallets. Stay close to the spirit gem to avoid being hammered as you bombard the second earth cannon and the nearby goons with fireballs.



*Watch out for those bamboo shoots!*

A Cynder Commander strolls into view, props up a barricade, and begins throwing dynamite as you move past the second swinging mallet. Ruin his day with more fireballs. If Spyro runs out of breath energy, jump onto the ledge and fight the



commander up close. There are lots of spirit gems on the ledge, making this a fairly easy fight. Use the short path from the commander's ledge to proceed.

## AREA 13: AN UPHILL BATTLE



*Yet another ambush!*

The short path leads to a rectangular clearing with a large indentation in the middle of the area. A Cynder Commander

props up a barricade as you enter the area, then orders a few soldiers to attack you.



**Tip**

*Try to stay on the higher ledges throughout this fight—it's easy to get caught by the commander's dynamite if you fight in the lower portion of the area.*

**Use fireballs to weaken the commander.**

The Cynder Commander is your primary target here—he just keeps

calling for more soldiers until you defeat him. Lob a few fireballs at the commander from range to destroy his barricade and the surrounding bamboo shoots. After softening him up from afar, move in and finish him off.



## Walkthrough: Tall Plains

*Defeat the commander to open the doors.*

Two stone doors open after you beat the commander. Head through either one (they both lead to the same area) and then follow the path beyond to reach the next portion of the Tall Plains.



### AREA 11: PYRAMID BATTLEZONE

*This place looks dangerous!*

The path eventually opens into a giant battlefield. Numerous tall, pyramid-shaped ledges dominate the area, most of them occupied by deadly earth cannons. Cynder Leaders and Soldiers patrol the lower pathways, ready to fight any intruders that wander into view. Stay alert!



*Hey, there's Kane!*

Spyro meets up with Kane again as he enters the battlefield. After thrashing a few goons, Kane tells Spyro that he's much too busy to stop and chat—he wants to get rid of Cynder's minions, and fast!





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*Kane still doesn't trust our hero.*

Kane takes a second to warn Spyro that the battlefield ahead is no place for little purple dragons.

Spyro insists he can take care of himself, and tells Kane he must reach the Atlawa tribe's shrine to save Cyril. Laughing as he turns away, Kane says Spyro will never make it to the shrine alive.



*Thrash the lower-level goons first.*

Kane's right: This is a very dangerous area, so be on guard! You can't reach the battlefield's upper

ledges at first, so simply explore the lower pathways, defeating each Cynder Leader and Soldier you encounter.



**Tip**

*Atlawa pots are stashed in various corners of the lower pathway—seek them out whenever Spyro's health runs low.*

*Pummel the Commander quickly!*



## Walkthrough: Tall Plains

Use the lower ledges at the far end of the area to reach the higher ledges above. Be careful, though: A Cynder Commander stands watch on one of the pyramids!

***Nuke those earth cannons, Spyro!***

Things become a bit easier once you reach the upper ledges. Finish securing the area by lobbing fireballs at the surrounding earth cannons from safe distances. Smash some of the many spirit gems found on the upper platforms to replenish Spyro's breath energy as you wipe out each cannon in turn.



**Tip**

*Remember: You launch Spyro's fireballs much farther after a double-jump!*

***More pressure blocks!***



When the entire battlefield is free of earth cannons and goons, find two pressure blocks sitting next to each other on a high ledge. (The pressure blocks are surrounded by lots of Atlawa pots—you can't miss them!) Tail strike both blocks to raise two large doors directly below you.



*Check out those balls!*

Drop down to the bottom of the area and head for the doors you just opened. The doors were concealing four

giant stone balls, which you must roll onto four separate pressure pads in the area.



*The balls fit perfectly into the pads.*

The pressure pads are quite distinctive looking—after opening the doors, the camera

view pans to show you the locations of each one. Roll a stone ball onto each pressure pad to lower the gate on the high ledge at the far end of the field.



**Tip**

*Two of the pressure pads are on one side of the area. The other two are on the opposite side.*

*Kane awaits you on the ledge beyond the gate.*





## Walkthrough: Tall Plains

Now you just need to reach the grassy ledge that the gate was blocking. Climb to the top of the area's tallest pyramid, which is directly across from the ledge. From the top of the pyramid, double-jump and glide onto the grassy ledge, where Kane awaits you.



**Tip**

*Spit a few fireballs at the ledge to destroy its bamboo shoots before gliding onto it.*

### *Kane warns Spyro about the Shrine God.*

When Spyro lands on the ledge, Kane tells him that the god of the Atlawa tribe's shrine is not happy, and that Spyro can't possibly face the Shrine God alone. Winking at his friend Sparx, Spyro tells Kane that he's never alone, and that the two of them will find some way to appease the Shrine God—no matter what it takes.



### *How does that thing work, again?*

Kane opens a large stone door ahead, which leads to a giant floating gondola. Spyro and Sparx aren't too sure about the look of the floating airship, but they've no choice but to hop aboard—it's the only way to reach the Atlawa tribe's shrine!





## AREA 6: GONDOLA RIDE

The gondola ride is an exciting journey through the clouds that brings Spyro to a remote portion of the Tall Plains. Watch out for turbulence, though: Cynder's minions have taken control of the airship, and they're not happy to find stowaways aboard!



### *Tickets, please?*

Waves of Cynder Soldiers emerge from the gondola's front and rear doors, ferociously trying to stop Spyro from

reaching his destination. Pound each group of goons as the gondola floats onward.



*Don't let these goons knock you off the gondola or you'll have to start from the beginning of the ride again!*

### *Caution*



### *Cynder Leaders eventually swarm in.*

After you dispatch the first few waves of soldiers, Cynder Leaders start to pour from the gondola's doors.

Defeat each leader in turn to collect the gems they drop and keep Spyro's health and breath energies topped off.

## Walkthrough: Tall Plains



**Tip**

*Use Spyro's mega attack combo against the Cynder Leaders to punish them and avoid the dynamite they throw.*



**Tip**

*If you're being overrun by goons, unleash one of Spyro's fury attacks.*

### ***Don't mess around with Cynder Commanders!***

Finally, Cynder Commanders begin to storm out of the doors, attacking you two at a time. Don't mess around with these dangerous duos—headbutt each one into the air, then jump up to meet them and knock them off the gondola with Aerial Horn Dive attacks. Strive to survive to the end of the ride, then hop off the gondola and onto the grassy ledge it docks beside.



**Tip**

*Also use Spyro's Aerial Horn Dive attack to keep the Commanders separated—it's tough fighting two of them at once!*



**Note**

*The Cynder Commanders keep coming at you, even after the gondola reaches its destination. When you see the gondola's side door open, get out of there!*

## AREA 16: MALLET MAZE



**S**

*Your progress is auto-saved at this point.*



***Don't miss these Atlawa pots!***

The gondola docks at a large island, the interior of which is basically just a giant maze full of bad guys, wall traps, and

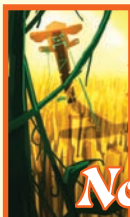
huge swinging mallets. Smash the Atlawa pots on the island's outer ledge to heal up before hopping up the grassy steps to enter the maze.



***Silly Armadillos!***

Three Armadillos "greet" you in the very first room of the maze. Return their generous hospitality in kind, then smash through

the bamboo shoots to the left to proceed.



*There are many different paths through the maze, and some are more dangerous than others. We'll guide you on a direct route through this area, but feel free to explore!*

**Note**

## Walkthrough: Tall Plains

### *Watch out for that mallet!*

A massive mallet swings through the hallway that follows. Carefully smash the bamboo shoots that line the walls to create a safe passage through the hall.



*Don't use attack combos when smashing through long lines of bamboo shoots. Instead, makes Spyro perform short lunge attacks, which prevent him from being poked by the next set of bamboo shoots ahead.*

**Tip**

### *Stay between the halls as you fight these guys.*

Three more Armadillos guard a wide opening in the hall's left wall, which leads to yet another long hallway. Thrash them without moving into range of the swinging mallets in either hall.



*Ignore the pressure block in the middle of the second hallway. You don't need to pound it, and the swinging mallet makes it dangerous to approach.*

**Note**





*Charge through this dangerous hall.*

The second hallway connects to another, which is rigged with several pressure plates that trigger the surrounding wall traps. Jump up and perform an aerial horn dive, then make Spyro charge through the booby-trapped hall without taking any damage.



*This guy's in for a surprise!*

Past the trapped hallway, you encounter a lumbering Rubble Brute. Take him down in your own special way, then smash the surrounding Atlawa pots for gems.



*Rubble Brutes are so much fun.*

Another Rubble Brute blocks a nearby doorway. Finish him quickly and then defeat the next Rubble Brute ahead. Head into the nearby clearing afterward to escape the maze!

## Walkthrough: Tall Plains

*Finally, Kane starts to believe in Spyro!*

Spyro meets up with Kane in the clearing. The Atlawa elder is impressed that Spyro made it through the treacherous maze, but warns him that the Shrine God is just ahead. He tells Spyro that if he can somehow subdue the Shrine God's anger, the Atlawa people can return peacefully to their homeland. He also says that Spyro must go through the Shrine God in order to free Cyril.



*The Atlawa's shrine is just ahead!*

Looks like you've come to the end of the road, Spyro! You've passed through the Tall Plains, and now you must face the Shrine God in order to free Guardian Dragon Cyril. Run across the long rope bridge ahead to reach the Atlawa tribe's shrine.



**Tip**

*Smash the many nearby spirit gems before crossing the bridge to fill up Spyro's health and breath energies.*

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## AREA 17: BOSS FIGHT STONE SENTINEL



*That's one angry Shrine God!*

Spyro and Sparx find Guardian Dragon Cyril lying unconscious near the Atlawa tribe's desecrated shrine.

Before they can reach him to help, a massive being of earth and stone emerges from the middle of the area. It must be the enraged Shrine God that Kane had spoken of—the mighty Stone Sentinel!



*Soften up the Stone Sentinel with fireballs.*

The Stone Sentinel moves very slowly and primarily uses short-range attacks, so it's best

to keep far away from it throughout the fight. Pelt it with fireballs from range until Spyro runs out of breath energy.



*The Stone Sentinel can launch its left arm for a long-range punch. Listen for the dull clicking sound that precedes this attack, and run away when you*

**Caution** *hear it!*

# Walkthrough: Tall Plains

*Out of breath energy? Use attack combos!*

When you're unable to launch any more fireballs, run toward the Stone Sentinel and attack its legs with relentless combos. Do your best to avoid its punches and kicks as you hammer away.



*When fighting up close, always circle around the Stone Sentinel's right side. This prompts it to punch with its right arm, which becomes stuck in the ground when it misses you!*

**Tip**

*Low on health? Smash a spirit gem!*

It's tough to avoid all of the Stone Sentinel's attacks when fighting up-close, so expect to get hit. Keep an eye on Spyro's health, and when it drops below half, run to smash one of the six spirit gems in the arena to replenish



Spyro's health and breath energy.

*Rinse and repeat until the big guy collapses.*





You must inflict enough damage to deplete the Stone Sentinel's health bar three times before it finally collapses. Just keep repeating the same attack pattern over again: Run away from the Stone Sentinel and pound it with fireballs from afar, and when Spyro runs out of breath energy, close in and attack with rapid combos. Flee and smash a spirit gem whenever Spyro's health falls below half.



### *Way to go, Spyro!*

Cyril regains consciousness after you defeat the Stone Sentinel. The Atlawa tribe gathers around the dragons, worshipping Spyro's

heroic deeds. Kane asks Spyro to stay so they can continue to worship him as their new god, but Spyro knows he has to get back to the dragons' temple to tell Ignitus all that had happened. Reluctantly, Sparx agrees.



### *What a colorful reunion!*

Back at the temple, the dragons' happy reunion is cut short by their worry over the fourth and final

Guardian Dragon, Terrador. Cyril decides it would be best to teach Spyro a thing or two about his new Ice Stream ability before sending the young dragon off to Terrador's rescue....

### TEMPLE DOJO—CYRIL'S TRAINING LESSON

Ah, here we are, back at the temple's cozy dojo for a bit more training! Cyril, as you've probably guessed, is the Guardian Dragon of ice. He's ready to share his knowledge of all things cold and frosty with Spyro to assist him in his quest to rescue Terrador. Pay attention, now!

#### CHALLENGE 1: BASIC ICE STREAM

There's nothing tricky about Cyril's first challenge—he simply asks Spyro to freeze the attacking Dojo Dummies with his ice breath and then destroy them with normal attack combos. The dummies quickly rush in, so don't hold back!



#### CHALLENGE 2: ADVANCED ICE STREAM

Cyril's second challenge is almost as easy as the first. Simply run around and freeze each fleeing dummy with Spyro's ice breath, then destroy them with attack combos.

Watch out, though: This challenge features a strict time limit!



**Tip**

*Go after groups of dummies and try to freeze them all at once!*

## CHALLENGE 3: BASIC ICE SHARDS



Impressed with Spyro's progress, Cyril deems him ready to learn a brand-new ice-based ability: The Ice Shards! Fire small shards of ice from Spyro's mouth,

which can freeze dummies even from across the dojo! Strike ten dummies with Spyro's ice shards before time runs out to complete this challenge.



**Tip**

*After freezing each dummy, spin the camera view around Spyro with the right analog stick to quickly locate the next dummy that appears.*



**Tip**

*As you chase after the dummies, simply keep firing Spyro's ice shards—you'll hit them sooner or later!*

## CHALLENGE 4: ADVANCED ICE SHARDS

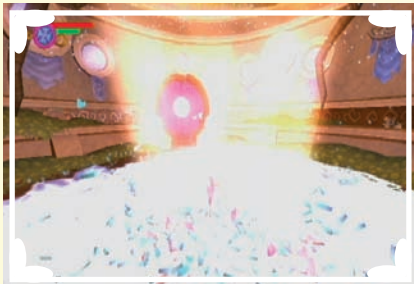
This challenge is similar to the last. Chill and slow each dummy with Spyro's Ice Shards ability, then attack them to destroy them. Wipe out all of the dummies in this fashion before the time limit expires.



## Walkthrough: Tall Plains

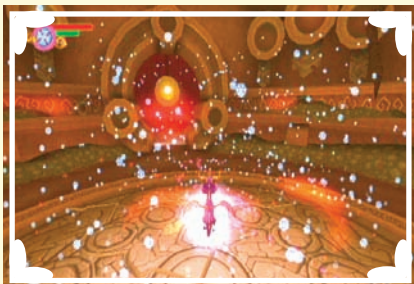
### CHALLENGE 5: ICE FURY

Cyril's final challenge is similar to Ignitus's and Volteer's. Simply defeat all of the small Dojo Dummies that swarm you in the center of the dojo to collect the purple gems they drop, and fill Spyro's fury gauge.



When the gauge is full, a group of larger dummies appears—when they swarm in, unleash Spyro's ice fury attack and destroy them all at once!

Fantastic! You've learned a great deal about the many benefits of Spyro's newfound ice abilities. Now you're ready to go after Terrador, the fourth and final Guardian Dragon!



### *Ignitus Reveals Cynder's Plot*

*After Spyro completed his training in the ways of ice, the dragons reconvened near the Pool of Visions. Ignitus had big news to share—he believed he had discovered Cynder's plot!*





*Ignitus told his comrades that he believed Cynder was attempting to harness the Guardian Dragons' powers so she could unlock a mysterious*



*portal—one that should never be opened. He wouldn't say much more about the portal, but he didn't have to—the sound of it was frightening enough on its own.*

*Ignitus told Spyro that he had to rescue Terrador without delay. Needing no further encouragement, Spyro immediately set off for a distant island called Munitions*



*Forge, where Terrador was believed to be held.*



# Munitions Forge

**M**unitions Forge is a small island dominated by Boyzitbig—a huge, unstable volcano that makes life on the surface very dicey. The island's underground inhabitants, the Manweersmall, have been forced by Cynder to mine the metals she uses to forge her army's weapons. Rumor has it that Cynder is holding Guardian Dragon Terrador deep within in the island's mines—she's most likely using him to power the last of the orbs she needs to open the portal. Invade the Munitions Forge and free Terrador before Cynder's vile plot succeeds!

## AREA 0: THE BEACH



**S**

**Note**

*Your progress is auto-saved at this point.*

*Cynder's minions have a new look!*

The island's outer beach is a dangerous area, as are most surface regions of Munitions Forge. Two Cynder Soldiers sit on the shore just ahead, ready for battle. Defeat them, then smash the two nearby spirit gems.



**Tip**

*Land mega attack combos against the Cynder Soldiers to quickly defeat them and score some extra gems!*

# THE LEGEND OF **SPYRO**<sup>TM</sup> A NEW BEGINNING

## **Munitions Forge Enemies**



Buffalo Beetle



Cynder Commander



Cynder Leaders



Cynder Soldiers



Dreadwings



Fire Beetle



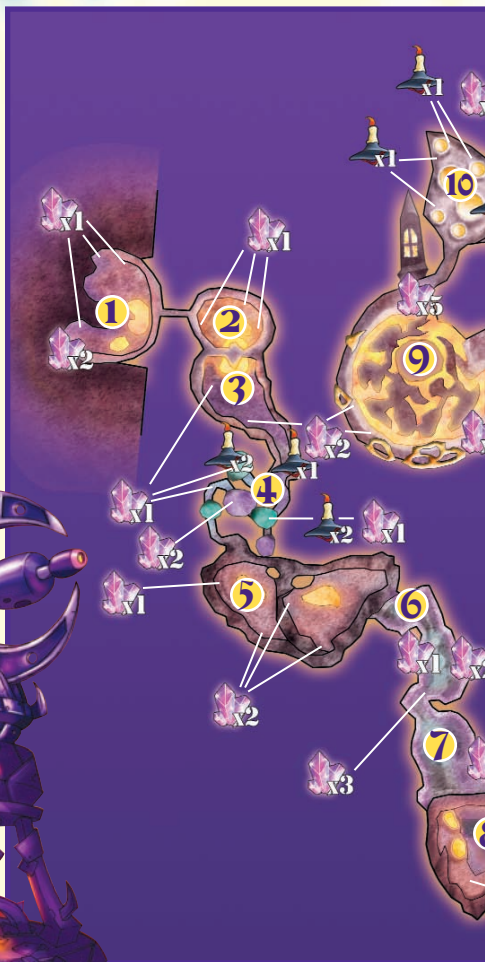
Fire Cannon



Magmaworm



Boss: Steam



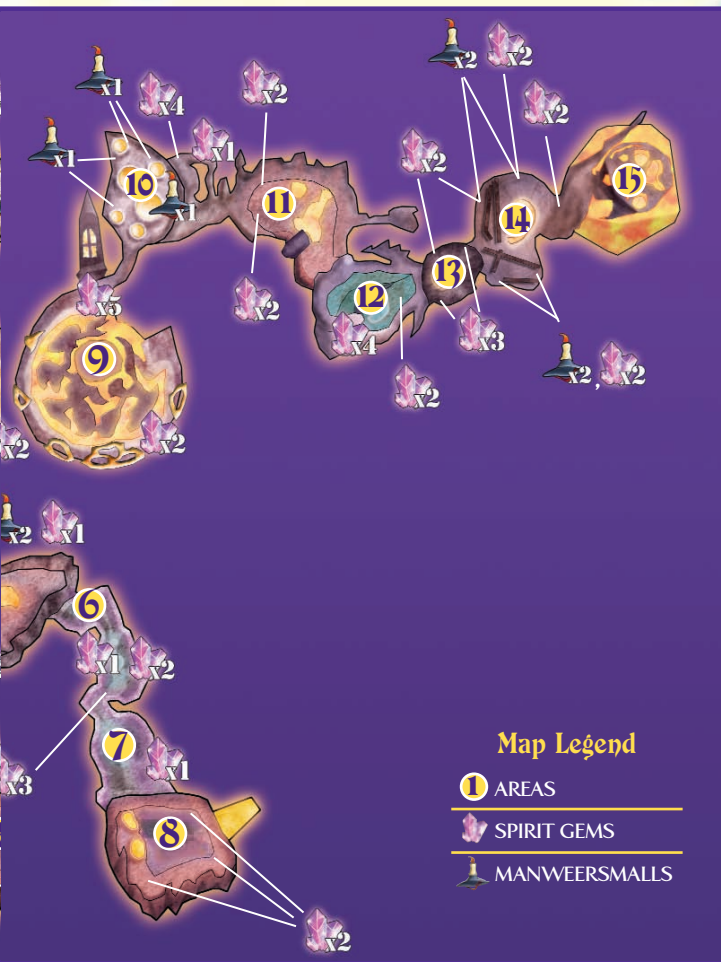
***Pummel the  
Cynder Leader  
to proceed.***

As you move  
toward the  
southern half of  
the beach, a  
Cynder Leader





# Walkthrough: Munitions Forge



and three Cynder Soldiers emerge from a nearby train tunnel. Defeat the Cynder Leader to gain access to the tunnel, which leads into the island's first interior chamber.



**Note**

*Don't worry about the surrounding cannon fire—it doesn't strike the sandy shore and won't harm you if you stay on dry land.*





**Tip**

*Don't miss the three spirit gems on the south end of the beach!*

## AREA 2: CHAMBER OF DANGER



***A Cynder Commander seals the south door.***

The moment you enter the island's first interior chamber, a Cynder Commander casts a spell, sealing off the chamber's southern door. You must defeat the commander to unseal the door and proceed.



***Lob fireballs at the commander from here.***

Cynder Commanders are extremely dangerous here at the Munitions Forge. They have devastating close-range attacks, so don't go near this one. Instead, carefully drop onto the platform to the left when you exit the tunnel. Blast the Cynder Commander with fireballs from range and use melee attacks to knock away any dynamite he throws near you.

# Walkthrough: Munitions Forge



**Tip**

*Remember: don't shoot fireballs at Cynder Commanders when they're blocking with their shields!*

*Go for those gems, Spyro!*

There are three spirit gems on the ground floor of the chamber, but watch out: the gems are guarded by Cynder

Soldiers! If Spyro runs out of breath energy, drop to the ground and smash the spirit gems (or pummel the soldiers) to obtain more gems. Then return to the platform near the Cynder Commander and continue pounding him with Spyro's fireballs.



**Tip**

*If you're feeling really creative, try knocking these enemies into the surrounding lava pits with Aerial Horn Dive attacks. Just don't fall into the lava yourself!*



**Note**

*Don't waste too much time fighting the Cynder Soldiers—they just keep coming until you defeat the commander.*





***Bash through the door to proceed.***

The south door becomes unsealed once the Cynder Commander falls. Smash the door and reach the next area,

where a local inhabitant of the island awaits.

## AREA 3: MEETING WITH MOLE-YAIR



***Mole-Yair:  
Leader of the  
Manweersmall.***

Spyro encounters a friendly Munitions Forge inhabitant beyond the door—a little Manweersmall

named Mole-Yair. Mole-Yair tells Spyro that many of his fellow Manweersmall are being used as slaves to mine gems and metals for Cynder.

***The Manweersmall are being used as slaves!***



# Walkthrough: Munitions Forge

Mole-Yair goes on to say that the island's giant volcano—Boyzytbig—is ready to erupt at any second. He begs Spyro to help save the Manweersmall from a terrible fate.

*Please help us,  
Spyro!*

When Spyro tells Mole-Yair that he's looking for a mighty dragon named Terrador, Mole-Yair promises that the Manweersmall can help. Spyro agrees to free the imprisoned Manweersmall in return for their assistance in tracking down Terrador.



## AREA 4: FREEING THE MANWEERSMALLS


*Smash the pink  
crystal to free the  
Manweersmall.*

Head down the nearby path after speaking with Mole-Yair, smashing spirit gems as you go. The first imprisoned Manweersmall is hard at work where the path drops off—attack the small pink crystal next to the Manweersmall to free it. After the Manweersmall disappears, drop to the lower portion of the path and continue along, defeating the Cynder Soldiers that lie in ambush.







Our Munitions Forge map reveals the locations of each imprisoned Manweersmall. Look for  icons on the map to find the whereabouts of each one!

**Tip**



*These guys are ready to fight!*

The path leads to a small, dark chamber, where a Cynder Commander and several Cynder Soldiers stand ready

for battle. This is a tough fight, because the commander keeps calling for Cynder Soldiers to attack you until he's defeated. Fight his minions when necessary, but pool your efforts into defeating the commander.



*Fireball that nasty commander!*

Remain in the hall outside the room and attack any soldiers that rush toward you.

Whenever you get a chance, lob fireballs at the Cynder Commander from range. There are a few kegs of dynamite next to the commander—Spyro's fireballs will no doubt set them off!



# Walkthrough: Munitions Forge



*If you run out of breath energy, try to lure some soldiers out of the room. Defeat them to collect some gems, then continue bombarding the commander with fireballs from afar.*

**Tip**

*Jump to avoid the commander's shockwaves.*

Cynder  
Commanders at Munitions Forge can strike the ground and send out powerful shockwaves, which quickly chop away Spyro's health. If you must enter the chamber, keep off the floor! Jump into the air and use Airborne attack combos when battling the commander up close—but don't stick around too long.



*Don't hesitate to unleash a Fury attack during this fight if you're being overrun.*

**Tip**

*Find and rescue four more Manweersmall in the caves.*

When the room is secure, bash through the door to the right to enter a small network of caves. There are four more Manweersmall for you to rescue in the caves—defeat each group of enemies you encounter as you hunt for the imprisoned Manweersmall.





**Tip**

*Remember: when you encounter Cynder Commanders in the caves, always nail them with fireballs from range. They're tough to fight up close!*



**Tip**

*Refer to the Manweerssmall icons (🔔) on this guide's Munitions Forge map to discover the locations of each one.*



*Mole-Yair opens the way to the next area.*

Once you've rescued all five imprisoned Manweerssmalls, Mole-Yair gladly

opens the pathway to the next area. He says his brother, Exhumor, who resides deeper within the mines, will provide more information on the whereabouts of Terrador.

## AREA 6: MAGMAWORM AMBUSH!

*At least there are no commanders in here!*



## Walkthrough: Munitions Forge

More of Cynder's goons swarm in and attack as you enter the fiery chamber Mole-Yair opens. Show them no mercy as you make your way through the area.

### *Gaah! Magmaworms!*

A new breed of monster attacks Spyro at the far end of the room:

Magmaworms! These hideous creatures

leap out of lava pits, often spewing liquid magma at their enemies from afar. Use Spyro's mega attack combo on each one to quickly dispatch these troublesome foes.



*Magmaworms flap their gills before spewing lava. Learn to anticipate and*

**Tip**

*avoid these attacks!*

*Oh, wait—there is  
a commander!*



A fearsome Cynder Commander guards the door out of the chamber. It's best to run up and onto the small platform near the commander, then pelt him with fireballs from on high. Once the commander falls, the door behind him becomes unsealed.







*Fire Beetles are fun to squash.*

More new enemies await you just beyond the sealed door: Fire Beetles! These tiny pests are always

found in large swarms, but they're easy to squash with fast attack combos. Make sure to destroy the Fire Beetles' yellow, pulsating nests or more will just keep coming!

## AREA 6: PLATFORMS & BUFFALO BEETLES



*Spyro's ice shards make short work of Buffalo Beetles.*

Spyro encounters yet another new type of foe beyond the Fire Beetles: Buffalo Beetles!

These scorpion-like monstrosities are deceptively fast and possess strong armor. They've also got powerful attacks, so keep far away from them! It's best to pelt Buffalo Beetles with Spyro's ice shards from range.



*You'll face many more Buffalo Beetles in Munitions Forge, so spend some of Spyro's spirit energy and upgrade his Ice Shards ability.*

**Tip**

# Walkthrough: Munitions Forge



*If you're being chased by a Buffalo Beetle, make Spyro charge away from them.*

**Tip**

***Look out: another Buffalo Beetle lurks down there!***

Beyond the Buffalo Beetle, the path opens into a wide chamber full of goons—and another Buffalo Beetle. Two tall, spinning platforms in the center of the area provide a way for you to slip by overhead and reach the high ledge on the chamber's opposite side, but watch out: the platforms tilt under Spyro's weight, which can cause you to fall!



*If you fall to the bottom of the chamber, get away from the Buffalo Beetle and fight the Cynder Soldiers first. Then pelt the Buffalo Beetle with ice shards from afar.*

**Tip**

***Use the spinning platforms to cross the chamber safely.***

Double-jump and glide onto the first spinning platform. Once you land, quickly move to the middle of the platform to balance it. When you're ready, double-jump and glide onto the second spinning platform, again moving to its center to balance it. From there, double-jump and glide onto the high ledge, where the pathway continues.



## AREA 7: THE OLD BELL TOWER



*What a strange-looking bell tower....*

The path leads to yet another wide chamber, where Spyro finds an ancient, rundown

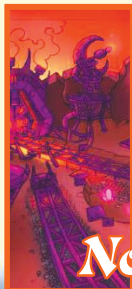
bell tower. Sparx dares Spyro to ring the bell, and Spyro accepts the challenge. Unexpectedly, the giant bell comes crashing down on Spyro, trapping him inside!



*Spyro shows off his new Earth Shot ability!*

Realizing he made a terrible mistake, Sparx yells to Spyro, asking his friend if he's okay. In answer,

the giant bell begins to rumble, then suddenly flies apart—Spyro smashes through it using his newfound Earth Shot ability!



*The ancient bell tower has helped Spyro discover the power of earth. His new Earth Shot ability is great for knocking enemies backward and will soon come in handy. Upgrade it at least once before using Spyro's spirit energy on anything else.*

**Note**

# Walkthrough: Munitions Forge

*Cynder's goons  
swarm the bell  
tower!*

A swarm of Cynder Soldiers and Leaders rushes into the area after Spyro smashes through the bell. Switch to a different breath ability to help defeat these foes—Spyro's earth shot is weak and won't have much of an effect just yet.



*Lob fireballs at the  
commander from  
the lower step.*

After securing the bell tower chamber, jump up the rocky steps on its opposite side to proceed. You face another tough fight against a Cynder Commander and a few Cynder Leaders on the path just beyond the steps. Stay on the lower step, jumping and spitting fireballs at these enemies from range.



*This Cynder Commander won't call for reinforcements, so don't waste Spyro's breath energy—make sure each fireball hits the commander.*

**Note**



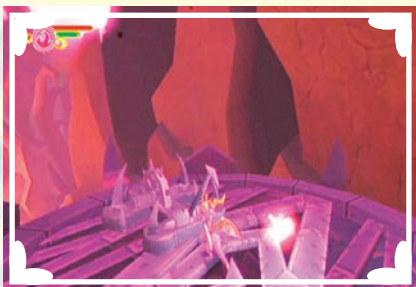
## AREA 8: TRAIN DEPOT



*Steam makes a fast escape!*

The path leads to a train depot, where Spyro encounters Steam—the boss of Munitions Forge—for the very first time.

Steam quickly hops onto a nearby caboose and speeds through a tunnel, leaving several gangs of goons to take care of Spyro. The goons pull three levers in the area, sealing off the tunnel that Steam fled through. Spyro must hit all three levers to open the tunnel door and chase after Steam.



*Hit those levers, Spyro!*

Two of the levers are stationed atop the depot's tall metal platforms. Use fireballs to destroy the fire cannons

that protect the platform's ramps, then run up the ramps to reach the platforms. Defeat all of the goons that guard the levers, then attack the levers to begin the process of unsealing the tunnel door.



*If you've upgraded Spyro's Earth Shot ability at least once, use it to quickly knock the goons off the tall platforms. They won't survive the long drop!*

**Tip**

# Walkthrough: Munitions Forge

*Fireball the commander from this platform.*

A Cynder Commander guards the lever closest to the tunnel door. Rain fireballs at the commander from one of the high platforms to weaken (and possibly defeat) him. Once you've nuked the commander, glide down and hit the lever he was guarding to open the tunnel door.



*Smash all of the spirit gems in the depot before activating the final lever—you can't go back for them once you've opened the tunnel door.*

**Note**

*Full speed ahead!*

The tunnel door opens once all three levers have been reactivated. Spyro wastes no time hopping into a nearby mine cart and speeding off in pursuit of Steam. (Please see the text on the following pages for tips on how to beat the short minigame that follows.)



## Rail-Chase Minigame

*This fast-paced race to catch up with Steam is a true thrill ride, but it can be tricky to overcome. Here's what to do:*

*Tilt the left analog stick upward to accelerate and catch up with Steam. Ram the caboose from behind to damage it, or spit fireballs when you're traveling on a straight stretch of rail.*



**Tip**

*Keep attacking Steam to weaken him. As you do, gems fall from his caboose, which you may then collect to replenish Spyro's health.*

*Steam's passengers (a pair of Cynder Leaders) occasionally lean out and throw sticks of dynamite at you. Tilt the left analog stick backward to slow down and avoid their dynamite.*

*If it's too late to slow down, try tilting the left analog stick left or right to lean Spyro's mine cart to one side.*



*The rail splits at certain areas, forcing you to modify your controls. When the track splits at certain areas, the camera view swings out to the side, forcing you to modify your controls.*

*While speeding through these areas, tilt the left analog*

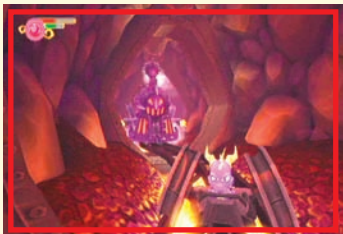




# Walkthrough: Munitions Forge

*stick to the right to speed up, and tilt left to slow down. (Tilting the stick upward or downward causes Spyro's mine cart to lean to one side or the other.) Keep up with Steam and launch fireballs across the tracks at him to damage his caboose until it is destroyed.*

*Steam slows down and changes tactics once he loses his caboose—he lets Spyro pass, then he starts chasing after Spyro, ramming his mine cart from behind! The camera view swings around to show Steam in hot pursuit—hold the left analog stick downward to move at top speed, keeping as far away from Steam as possible.*



*Survive to the end of the ride, where Spyro accidentally takes a wrong turn and goes flying off-track. Spyro's mine cart tumbles into a pit of lava and vanishes—looks like you'll have to chase Steam on foot from here!*



## AREA 9: MINE CART MAYHEM



**Note**

*Your progress is auto-saved at this point.*



*Spirit Gems!  
Yay!*



The Rail-Chase Minigame (see previous text) lands you in a large outdoor area that's close to the island's soon-to-be-erupting volcano, Boyzitbig. Smash the nearby spirit gems, then start moving counterclockwise around the area. Watch out for lava!



**Tip**

*If you haven't upgraded Spyro's Earth Shot ability to at least the first level, be sure to do so—you'll need it very soon!*



***Watch out for those Buffalo Beetles!***

A pair of monstrous Buffalo Beetles guards the trail just beyond the spirit gems. Freeze each one in turn with Spyro's ice shards, and don't get too close!



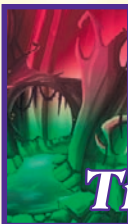
***Whoa, Dreadwings!***

Two angry Dreadwings swoop

in for a landing near the next set of spirit gems. Don't mess around with these guys—use Spyro's Earth Shot ability to knock them off the edge of the area (or into the surrounding lava) and quickly defeat them.



# Walkthrough: Munitions Forge



*If you haven't upgraded Spyro's Earth Shot ability (and shame on you if you haven't!), use good old-fashioned Aerial Horn Dive attacks to get rid of the Dreadwings instead.*

**Tip**

*Hey there, Ugly!*

A trio of Magmaworms attacks you just past the Dreadwing ambush site. Send them tumbling over the edge with Spyro's earth shot or punish them with mega attack combos. (Lava pits don't harm Magmaworms.)



*Ice shards rule!*

The next obstacle you face is a lone Buffalo Beetle. Stand back and cool him off with Spyro's ice shards, then continue onward.



*So long, sucker!*

Another Dreadwing lands and attacks you just past the Buffalo Beetle. Send it tumbling to its doom, then climb the stone steps ahead to reach the area's elevated rail track.



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*Watch out for those mine carts!*

You must now run along the rail track to reach an elevated tunnel and continue after Steam. Unfortunately, the

track is being used by speeding mine carts! The mine carts always come in sets of three—wait until the time is right before jumping onto the track.



*Yikes! Be careful, Spyro!*

You encounter lots of mine carts as you run along the track, so be prepared to dodge them. While it's possible to

double-jump and glide off the track to avoid being hit, it's not always easy to land on the rail again! This tactic should be your last resort, because there's a better way.



*If you fall off the elevated rail track, climb the stone steps and try again.*

**Note**

*Get lost, Goonies!*



## Walkthrough: Munitions Forge

As you run along the track, Cynder's goons taunt you from several floating platforms on either side of the rail. Jump onto these platforms to avoid the mine carts! If you wait for each series of three carts to pass by, you'll always have enough time to reach the next set of floating platforms ahead.



**Tip**

*Use Spyro's earth shot to quickly knock all enemies off the floating platforms.*

*Whew, we made it!*

The mine carts stop rolling once you reach the tunnel at the far end of the rail track. Get rid of the Fire Beetles inside the tunnel, then follow it to reach the next area.



## AREA 10: MANWEERSMALL PRISON CAMP

*Mole-Yair's brother,  
Exhumor.*

Spyro meets up with Mole-Yair's brother, Exhumor, at the other end of the tunnel. Startled at first, Exhumor lightens up after Spyro tells him he's a friend to Mole-Yair and the Manweersmall.







*It's a Manweersmall prison camp!*

Exhumor tells Spyro that a lot of his fellow Manweersmall are being held in cages at the prison camp ahead. He agrees to tell the young dragon where Terrador is being held once Spyro frees all of the caged Manweersmall from the prison camp.



*Punish those goons, Spyro!*

There are five caged Manweersmall to rescue in the relatively small prison camp area. However, the campsite is well-defended by goons, including a fearsome Cynder Commander, so you've got your work cut out for you!



**Tip**

*There are several lava pits about the campsite. Knock the prison guards into them with Spyro's earth shot!*

*A Manweersmall cage.*



## Walkthrough: Munitions Forge

Secure the campsite, then smash all five Manweersmall cages to free the imprisoned Manweersmall. Happy for his friends' release, Exhumor tells Spyro that Terrador is being held right next to Boyzitbig, the island's increasingly-volatile volcano. Exhumor then opens the door that leads out of the prison camp, allowing Spyro to carry on with his mission.

### *Chill out, Big Guy!*

You're waylaid by a Buffalo Beetle and a Dreadwing on the path to the next area. Use Spyro's ice shards to eliminate the Buffalo Beetle from a safe distance, then use his earth shot (or a well-timed Aerial Horn Dive attack) to knock the Dreadwing over the nearby cliff.



### *It's safe to stand between the fire traps.*

Farther ahead, three small fire traps line the pathway's right wall. Wait for the traps to stop firing, then quickly run past them to reach the next area.



## AREA 11: PILLAR VALLEY



***This place looks fun....***

Beyond the fire traps, the path opens into a wide, chaotic valley. Massive cannons launch fireballs all about the area, and numerous goons patrol the base of the area. A network of small, rocky platforms runs through the valley, providing a means for Spyro to pass through.



***Fireball the goons on the platforms.***

Drop down onto the first rocky platform, then begin jumping and gliding across each one ahead. Some platforms are guarded by Cynder's minions—lob fireballs at them from afar, then glide over and use Spyro's Earth Shot ability to finish off any goons that remain.



***Heads up: that's a commander!***

Your goal is to enter the elevated tunnel at the far end of the valley. The platforms before the tunnel are guarded by a troublesome Cynder Commander—fireball the brute from range to knock him down, then glide over and knock him off the platform with an earth shot. Leap into the tunnel afterward and wipe out the Fire Beetles inside before you proceed.

# Walkthrough: Munitions Forge

## AREA 12: BUFFALO BEETLE GORGE

### *Yikes—Buffalo Beetles!*

The tunnel leads to an eerie gorge where three giant Buffalo Beetles have made their lair. Watch the Buffalo Beetles

carefully, and when the time is right, jump and glide down to the bottom of the gorge, landing as far away from its inhabitants as possible.



*If you accidentally draw the attention of the Buffalo Beetles, make Spyro charge away from them. Jump over the large root that runs through the middle of the gorge to confuse the beasts.*

**Tip**

### *Put those monsters on ice, Spyro!*

Once you've managed to distance yourself from the Buffalo Beetles, begin systematically defeating each one with Spyro's ice shards. It's best to start with the one that lurks beneath the large root—this gives you plenty of room to move about and attack the other two.







There are several kegs of dynamite in the gorge. When the Buffalo Beetles move close to them, lob a fireball to ignite the kegs from a safe distance!

**Tip**



*This wall looks strange....*

When the gorge is beast-free, approach the cracked wall near the low end of the giant root. The wall seems

weak enough to smash! Attack the wall to bash through it and continue onward.



## AREA 13: FIRE BEETLE HIVE



*Whoa, that's one big Fire Beetle hive!*

The small cavern beyond the cracked wall houses a massive nest of Fire Beetles. The Fire Beetles' main hive

takes up the center of the area, and several smaller nests line the cavern's walls. Time to exterminate these annoying pests once and for all!

# Walkthrough: Munitions Forge

*Did someone call  
an exterminator?*

Run about the cavern smacking each Fire Beetle you see, along with their small, pulsating nests. Keep those attack combos rolling until the entire chamber is free of Fire Beetles. Don't miss the nests that cling to the central hive!



**Note**

*You can't destroy the central hive, so  
don't bother trying.*

*Approach the  
sealed door to  
make it open.*

When the hive chamber is clear, the sealed door beyond the giant hive becomes unlocked.

Approach the door to make it open and then enter the tunnel beyond.



*Mega combo  
those  
Magma-worms!*

Two Magma-worms guard the tunnel beyond the Fire Beetle hive.

Show 'em who's boss, but watch out for the kegs of dynamite behind them! Destroy the door at the end of the tunnel to reach the next area.



## AREA 11: CHAMBER OF DOOM



**S**

**Note**

*Your progress is auto-saved at this point.*



*Use the outer ledge to climb up the cavern.*

The tunnel beyond the Fire Beetle hive leads to a tall chamber that's full of Cynder's goons.

You must run up the corkscrew-like outer ledge to reach the top of the chamber, where a Cynder Commander guards the door that leads to Terrador.




*Oh, boy: more mine carts!*

Before you reach the top of the cavern, you come to a wide ledge that's full of goons and speeding mine carts.

Eight imprisoned Manweersmallies are being forced to dig for gems and metals on this wide ledge. Dodge the mine carts, defeat the goons, and free the eight shackled Manweersmallies before you continue upward.



**Tip**

*As before, the imprisoned Manweersmallies are shown on our Munitions Forge map by  icons. If you can't find one, just check the map!*



# Walkthrough: Munitions Forge

*Nuke the commander from this platform.*

The Cynder Commander awaits you on the chamber's highest ledge. Jump to the metal platform that floats before the ledge, then double-jump straight upward and spit fireballs at the commander from range. Knock away any dynamite that lands on your platform before it explodes.



*Spyro's ice shards slow the commander down.*

Do as much damage to the commander as possible from afar. When Spyro runs out of breath energy, glide over and finish off the commander with jumping attack combos. Once the commander has been defeated, the door he was guarding becomes unlocked. Head through the door and climb the stone steps beyond to reach the final showdown with Steam!



## AREA ⑥: BOSS FIGHT: STEAM



**Note**

*Your progress is auto-saved at this point.*





***Steam wants his revenge!***

Spyro finds Terrador locked in an iron cage near Boyzitbig. The large volcano could erupt at any moment, but Spyro

soon discovers he has bigger things to worry about—Steam suddenly rolls into the area, intent on squashing Spyro once and for all!



***Spyro's attacks have little effect at first.***

Steam is a bit more challenging compared to the bosses you've previously faced. At

first, it seems that Spyro's attacks barely harm him. In order to do any real damage to Steam, you must wait for him to expose his weak spot.



***Steam crashed! There's his weak spot!***

Steam sometimes travels so fast, he's unable to turn. When this occurs, Steam crashes off-

track, exposing his weak spot—his unarmored underbelly!

# Walkthrough: Munitions Forge

*Quickly punish  
Steam each time  
he crashes.*

Run around the tracks and avoid Steam's attacks as he chases after you. Sooner or later, Steam will crash off-track into a pit of lava! The moment you see (or hear) Steam crash, assault him from behind with Spyro's most powerful breath attacks to inflict heavy damage.



**Tip** *You often won't see Steam crash, so  
listen for the sound of it!*

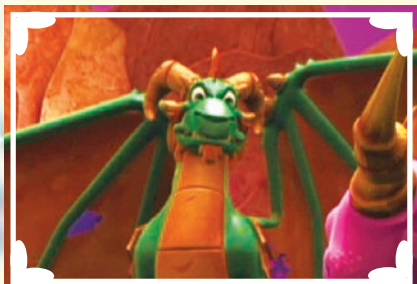
*Look out, Spyro!*

Steam's odds of crashing are greatest when you lure him into cutting straight across the arena. Get him to chase you from one side of the arena to the other, then jump out of the way just before he rams you. This won't always cause Steam to crash, but it increases the chance!



*Steam's  
flamethrowers  
are deadly!*

To defeat Steam, you must inflict enough damage to empty all four of his health bars. Watch out, though: Steam becomes increasingly dangerous each time he loses a bar of health! He travels faster and faster, and he steadily adds new Flamethrower and Fire Ball attacks. Keep moving to avoid being hit by Steam's fiery assaults, and smash the many spirit gems in the area whenever you need to recover Spyro's health or breath energy.



### ***Terrador lives!***

Once Steam has been reduced to scrap metal, Terrador's cage shatters. The Guardian Dragon is amazed by Spyro's

abilities and recognizes him as the purple dragon whose coming was foretold by prophecy. Without further ado, the group decides to return to the dragons' temple before the volcano fully erupts.



### ***Cynder emerges from the lava!***

Without warning, Cynder suddenly emerges from a nearby pool of lava and snatches the orb that Terrador

used to power. Terrador tells Spyro to escape, then takes off in pursuit of the vile black dragon.

# Walkthrough: Munitions Forge

*Get out of there,  
Spyro!*

Cynder effortlessly knocks Terrador from the sky, then locks her gaze on Spyro. After making a harsh

landing, Terrador yells at Spyro, telling him to fly like he's never flown before. Terrified, Spyro takes to the skies, desperately seeking to flee Cynder's wrath.



## Speedway from Munitions Forge

*Spyro must take flight to escape Munitions Forge and return to the dragons' temple. Cynder remains in hot pursuit of Spyro throughout this escape attempt, forcing the young dragon to fly through dangerous regions of the island at reckless speeds!*



**Note**

*Your progress is auto-saved at this point.*

*Make Spyro fly at maximum speed as he flees from Cynder. Spyro can only fly at this speed when there's juice in his breath bar, so don't waste energy by shooting fireballs at Dreadwings and the like.*



*Each time Cynder closes in, she begins to spit large, black fireballs at Spyro. Dodge these attacks whenever you see one coming from behind.*





# THE LEGEND OF SPYRO™ A NEW BEGINNING

*Environmental obstacles include lava-falls, rocky outcroppings, rail tracks, and moving mine carts. Slow down to avoid these obstacles only when absolutely necessary—otherwise, just keep speeding onward until Spyro escapes the island.*

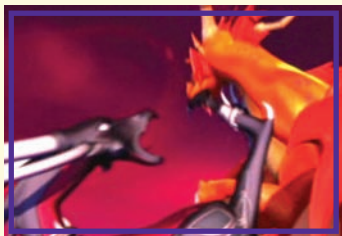


## A Friend Is Lost

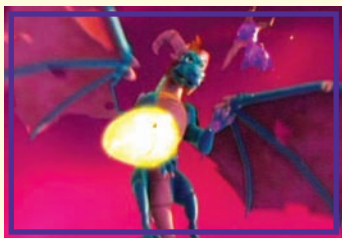
No matter how fast Spyro flew, Cynder kept gaining on him. Just when Spyro thought he was done for, Ignitus suddenly swooped down from the clouds and rammed into Cynder!



The two giant dragons clashed in midair, both desperate to gain the advantage. Locked in combat, Ignitus and Cynder plummeted downward into a dark, yawning abyss.



Spyro tried to chase after them, but Terrador flew up in front to block him. He told Spyro that he was not yet ready to face Cynder—he still had a few more



# Walkthrough: Munitions Forge

*things to learn about his abilities. Saddened by the loss of his friend, Spyro agreed to return to the temple and complete his training....*

## TEMPLE DOJO—TERRADOR'S TRAINING LESSON

All right, there's no time to waste: Ignitus needs your help, and fast! Terrador is the Guardian Dragon of earth and wind—finish his lesson to complete your training, then hurry off to rescue Ignitus before it's too late!

### CHALLENGE 1: BASIC EARTH SHOT

Terrador's first challenge is an easy one—simply defeat each of the attacking dummies using Spyro's Earth Shot ability. The larger Dojo Dummies take a few blasts to destroy, but all in all, this challenge is a breeze!



### CHALLENGE 2: ADVANCED EARTH SHOT

The Dojo Dummies run away from Spyro in Terrador's second challenge. Chase after them and destroy each one using only Spyro's earth shot. This challenge features a strict time limit, so don't dally!





*Go after groups of dummies to defeat two or more at once!*

### CHALLENGE 3: BASIC EARTH BOMB

Terrador teaches Spyro a new ability to help him overcome the third challenge: the earth bomb! Launch an earth bomb, which flies out of Spyro's mouth and explodes like a fireball. However, in addition to exploding, earth bombs also summon whirlwinds! These little twisters suck up nearby enemies, trapping them in midair for a short time.



For this challenge, just stay in the center of the dojo and lob earth bombs at the surrounding dummies. Knock away any dynamite that lands nearby

with fast attacks as you bombard the dummies from range. Destroy all of the dummies to complete the challenge!



*Again, fire on clusters of dummies to damage several of them at a time.*

# Walkthrough: Munitions Forge

## CHALLENGE 4: ADVANCED EARTH BOMB

In his fourth challenge, Terrador asks Spyro to use his newfound Earth Bomb ability to trap dummies in whirlwinds, then jump up and defeat the dummies with

Aerial attack combos. Begin by launching earth bombs at the closest dummies you see.



*You guessed it: bombard groups of dummies to increase the odds of catching one up in a whirlwind!*

**Tip**

Once you've trapped a dummy in a whirlwind, jump into the air and attack it with a midair combo. The dummies remain trapped in the air for a good while, so they're much easier to combo than they were during Volteer's Electric Arc challenges. Quickly defeat all of the dummies in this fashion to prove your mastery over the Earth Bomb attack.





## CHALLENGE 5: EARTH FURY



Finally, Terrador teaches Spyro how to use the awesome Earth Fury attack. This one works just like all the others—simply defeat the smaller dummies until Spyro's fury gauge becomes full, then execute the move when the larger dummies swarm in. The resulting meteor shower defeats all of the larger dummies in spectacular fashion!



Congratulations! You've completed all of Terrador's challenges. Spyro's training is complete—he's now ready to face the might of Cynder herself!



## Walkthrough: Concurrent Skies

# Concurrent Skies

**C**oncurrent Skies is the name given to Cynder's lair. It is a dark, foreboding place where evil reigns and chaos is law. Here, the vile black dragon broods and skulks—and plots out her next assault on the Realms. You must guide Spyro to the top of the tallest tower in her fortress, where Ignitus is certainly being held.

### AREA 1: THE CHASE



*Your progress is auto-saved at this point.*

*There are spirit gems on the trail's ledges.*

The moment Spyro arrives at Cynder's lair, he spots a Cynder Leader, who quickly runs away.



Chase him down the trail ahead, and don't miss the spirit gems on the surrounding ledges!

*The leader flees again.*

Spyro encounters the Cynder Leader again farther along the trail. The leader flees once more, and some Cynder Soldiers drop in to attack.



Pound the soldiers and then continue after their leader.

# THE LEGEND OF SPYRO™

## A NEW BEGINNING



**Tip**

Start upgrading Spyro's new Earth Bomb ability. It's super-handy against the many tough enemies you face on your way to rescue Ignitus.



**Tag, you're It!**

You finally catch up with the Cynder Leader a short distance ahead. Put an end to his little game of cat-and-mouse!

### Munitions Forge Enemies



Conduit



Crystal Brute



Cynder Commander



Cynder Leader



Cynder Soldier



Dreadwing



Electric Cannon



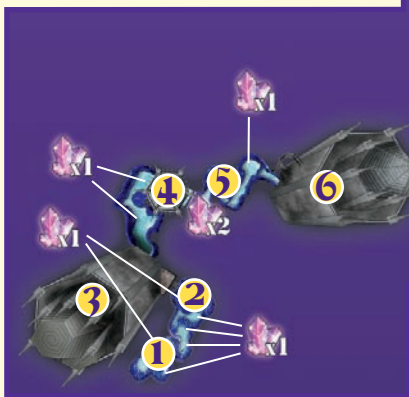
Electric King



Electric Leech



Boss: Cynder



**Eww, gross!**



# Walkthrough: Concurrent Skies

## Map Legend

1 AREAS

 SPIRIT GEMS



A new breed of enemy lurks in the next small clearing: Electric Leeches! Rush forward and attack these little guys fast—they aren't tough to beat, but they can quickly

drain Spyro's breath energy if you let them!



*Here I come,  
Cynder!*

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A tall metal gate blocks the path beyond the Electric Leeches. Attack it over and over until it finally breaks apart, then continue onward to reach the front gate of the giant tower ahead.

## AREA 2: MASSIVE AMBUSH



*Look out, Spyro!*

As Spyro approaches the tower's front gate, a Cynder Commander suddenly storms out and seals off the area. Several Cynder

Soldiers leap in to attack, and a huge battle begins!

**Tip**

*Have you upgraded Spyro's Earth Bomb attack yet? Now's the time to do so!*



*These guys mean business!*

This is just the first of many tough fights you must overcome as you explore Cynder's lair. Use Spyro's earth

bomb to keep the Cynder Commander tied up in a whirlwind, then run about and defeat the smaller soldiers with mega attack combos.

# Walkthrough: Concurrent Skies

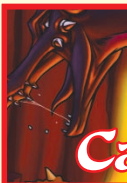


*The Cynder Commander's strikes and Shockwave attacks are as deadly as ever. Keep far away from him, and stay off the ground whenever he draws near!*

**Caution**

## *Get off me, Goons!*

The fight doesn't end when the commander falls—Cynder Soldiers and Leaders keep pouring in to stomp you. Some even come from the sky! Put everything you've learned to good use and overcome this terrible onslaught of goons.



*The dynamite thrown by these elite Cynder Commanders and Leaders is far more potent than before. Don't get caught in a blast!*

**Caution**

## *You guys won't stop me!*

Eventually, the tower's gate reopens, and the final wave of goons comes storming out. Crush this last resistance and then enter the tower to continue your search for Ignitus.



## AREA 2: THE FIRST TOWER



*Watch out for those lasers!*

Three Cynder Leaders await you inside the tower entry hall. Defeat all three, then carefully move past the nearby laser traps.



*These goons never quit!*

Defeat the few Cynder Soldiers in the next large chamber, then jump onto the lowest

balcony. Many more soldiers enter from a nearby doorway and attack you on the balcony. Stay on the balcony and keep pounding goons until they stop coming.



*Ooh, shiny!*

When you pummel the last goon (a Cynder Leader), a short crystal platform rises up from the balcony's floor. Use

the platform to reach the next balcony above.

# Walkthrough: Concurrent Skies

## *Eat earth, Goonie!*

More goons pour out from the doorway on the second balcony. Beat 'em all to raise the second balcony's crystal platform, then jump up to the third balcony.



**Tip**

*Use Spyro's earth shot to knock goons off the taller balconies!*

## *Conduits are scary!*

Spyro encounters a new enemy on the third balcony: Conduits! These ball-shaped electrical life forms regularly scan the surrounding area with their spotlight eye, then move to attack anything that wanders into view!



## *Oh, no: more goons!*

To make matters worse, many more Cynder Soldiers and Leaders pour out of the nearby doorway, eager to fight. Keep out of the Conduit's sight as you thrash the attacking goons.







*A Cynder Commander comes at you last.  
Keep him tied up with Spyro's earth  
bombs!*

**Caution**



*Conduits can't  
handle Spyro's fast  
attacks.*

When the goons stop coming, it's time to go after the Conduit. Wait until the Conduit shuts off its spotlight, then lob a few earth bombs at it to trap it in a whirlwind. Rush the Conduit after trapping it and pummel it with fast combos until it is destroyed.



**Tip**

*As you fight the Conduit, push it against  
a wall to keep it from escaping.*



*Let's get  
outta here!*

Once you defeat the Conduit, three tall crystal platforms rise from the bottom of the chamber. Jump and glide across the platforms to exit the tower.

# Walkthrough: Concurrent Skies

## AREA 4: CRYSTAL BRUTES!

*Crystal Brutes like to hide themselves.*

Spyro encounters another new breed of enemy along the trail that leads out of the tower: Crystal Brutes! These



colorful monsters are basically just bigger, meaner versions of the Rubble Brutes you faced at the Tall Plains. They disguise themselves as large piles of crystal, then spring to life and attack unwary trespassers!

*Fireball the Crystal Brutes from here.*

Climb onto a nearby ledge and spit fireballs at the lumbering Crystal Brutes from a safe distance. After



weakening them from afar, glide over and finish them off with mega attack combos.

*Coming through!*

Once you're past the Crystal Brutes, a gang of Cynder Soldiers and Leaders pours out from the small fortress ahead. Thrash the goons as you continue along the trail. When they've all been defeated, the front gate of the fortress opens.





*Not a very warm welcome...*

Another group of Cynder Soldiers ambushes you inside the small fort. Take care as you fight them—there are kegs full of dynamite nearby!

## AREA 6: GATES AND COMMANDERS



**Note**

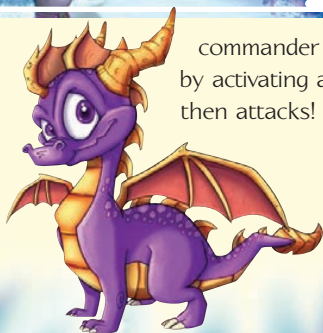
*Your progress is auto-saved at this point.*



*Trapped!*

In the clearing beyond the fort, a Dreadwing flies overhead and drops a Cynder Commander right in front of Spyro. The

commander quickly seals off the area by activating a pair of electric gates, then attacks!



# Walkthrough: Concurrent Skies

*Can't we all just get along?*

Lots of smaller goons leap in to assist the commander as he attempts to pummel you. Use earth bombs to keep the commander at bay, and batter his minions with fast attack combos.



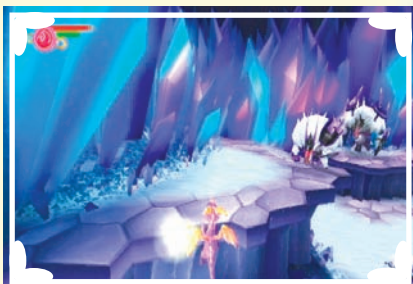
*Yikes—more Crystal Brutes!*

The electric gates disappear once you defeat all of the attacking goons. Continue along the trail ahead, but be careful: A few more Crystal Brutes await you!



*Climb onto those ledges, Spyro!*

Another small clearing lies just beyond the Crystal Brutes, and another Cynder Commander blocks your progress with an electric gate. The surrounding ledges make this fight much easier than the last—use them to your advantage as you battle these foes.



**Tip** *Double-jump to reach the Cynder Leaders' ledges, then bombard your enemies with fireballs from above.*



# THE LEGEND OF **SPYRO**<sup>TM</sup> A NEW BEGINNING



*Whoa, a Dreadwing!*

Eventually, a fearsome Dreadwing lands in the center of the clearing and joins the fight. Take it out and wipe out

all remaining goons to get rid of the electric gate, then jump up the ledges and enter the nearby tower.

## **AREA 6: THE SECOND TOWER**



*Going up!*

As Spyro steps into the second tower, the floor suddenly begins to move. It's a giant elevator!



*This is where you get off!*

The view may be nice from up here, but don't wander too close to the edge—Cynder's minions soon drop

in to attack! Don't let these goons ruin your ride—stay near the center of the elevator and punish them with fast attack combos.

# Walkthrough: Concurrent Skies



**Tip**

*Use Spyro's earth shot to knock the goons off the elevator!*

***Great, more  
Conduits!***

The elevator comes to a stop at the tower's top floor. In the chamber beyond, pairs of Conduits pop out of the walls and begin scanning for intruders!



***Slow these guys  
down with earth  
bombs.***

Again, use Spyro's earth bombs to keep the Conduits swept up in whirlwinds. Attack them with fast combos and try to pin them against the surrounding walls to keep them from becoming aggressive. Fight them one at a time whenever possible.



***Time to move on!***

The Conduits keep coming, but no more than two of them ever attack at once. Just keep pounding the Conduits until they stop attacking.

Two crystal platforms will rise from the floor, allowing you to reach the doorway on the ledge above.



# THE LEGEND OF SPYRO™ A NEW BEGINNING



*Let there be light!*

Proceed through the dark hallway that follows. A few goons lurk in the darkness—use Spyro's flame breath to shed some light on them!



*The spire platforms lead to the next tower.*

The dark hall leads to a high balcony, which

overlooks a network of spire-like platforms. Jump and glide onto each platform, using Spyro's earth shot to knock any goons you encounter to their doom.



*Bring it on, Boys!*

When you land on the final platform, a Cynder Commander traps you on it by activating the surrounding electric

fence. Groups of Cynder Soldiers then pop up from the ground and attack!



*One side of the platform features no electric fence. Try to knock some of the goons over the edge!*

**Tip**

# Walkthrough: Concurrent Skies

*See? It's not nice to trap people!*

The electric fences disappear once you defeat all of the soldiers. Lob an earth bomb at the Cynder

Commander to trap him in a whirlwind, then glide over to his ledge and knock him off using Spyro's earth shot.

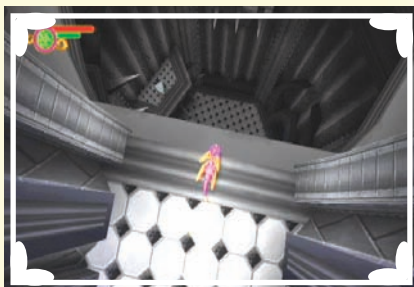


## AREA 7: THE THIRD TOWER

*Anyone else feeling dizzy right now?*

The ledge's doorway leads into another tall tower. There's a catch, though: you're standing at the top of the tower,

and there's no elevator to help you get down!



*Geronimo!*

Falling to the bottom of the tower wouldn't be healthy, so jump out and then gently glide downward instead. Don't worry about the few goons you see on the ledges—you don't need to fight them.







*Defeat the  
Conduits to escape  
from the tower.*

Once you hit bottom, start beating up the small group of Cynder Soldiers that await you. Eventually,

Conduits begin to pop out of the walls. Beat them all to open the door that leads out of the tower.

## AREA 8: ROAD TO CYNDER'S TOWER



**S**

**Note**

*Your progress is auto-saved at this point.*



*Sealed-in again!*

Another ambush awaits you in the wide clearing that's just outside the tower. A Cynder Commander seals off the area, then orders his troops to attack!



*There are two electric cannons near the commander. Don't go near them or they'll zap you for heavy damage!*

**Caution**

# Walkthrough: Concurrent Skies

## *Take a seat, Big Guy!*

Use the surrounding kegs of dynamite to your advantage during this fight. Once you manage to defeat the Cynder Commander, the electric gate he activated drops, allowing you to proceed.



## *Come on, Guys, quit trapping me!*

Just ahead, another Cynder Commander traps you in a narrow area by activating another electric gate. The commander runs off and leaves some goons to ambush you, but there are even greater threats nearby....



## *Ouch! Keep out of those spotlights, Spyro!*

Two sentry towers shine spotlights down at the ground here, searching for intruders. If you step into their spotlights, they zap you for heavy damage! Keep out of sight as you battle the swarming goons until the electric gate vanishes.





*The guard towers can't tell friends from foes. Lure goons into their searchlights to make this an easy fight!*

**Tip**



*Hey, give that back!*

You face a mixture of goons, Crystal Brutes, and Electric Leeches as you travel along the path beyond the

ambush site. When faced with these mixed groups of foes, always defeat the Electric Leeches first to stop them from draining away Spyro's breath energy.



*This should be interesting....*

The trail eventually leads to another narrow area that's filled with sentry towers—four of them, to be exact!

The Cynder Commander who ran off before makes his stand here, backed by a large number of underlings. Again, try to lure these enemies into the searchlights to zap them and simplify the fight.

## AREA 9: THE ELECTRIC KING

# Walkthrough: Concurrent Skies

*Look at all those steps!*

Beyond the sentry towers, the trail opens into a wide clearing. A massive row of steps leads up to the final

tower—Cynder's tower. A Cynder Commander raises an electric gate behind you, then charges down the steps to attack. Defeat him along with his goons.



*Watch out for the two electric cannons in the corners of the clearing!*

**Caution**

*Enter: The Electric King!*

Once the commander has fallen, a massive armored warrior stomps out from the tower's front gate:

The Electric King! This fearsome villain is Cynder's personal bodyguard, and he's eager to teach Spyro a lesson!



*Eat fireball, Creepo!*

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The Electric King is very much like the Ice King you fought to rescue Volteer. He doesn't move from the top of the steps, so run toward him and then bombard him with fireballs from range.



*Spyro's earth bombs have little effect against the Electric King, so don't bother using them.*

**Note**



*It's raining daggers—and gems!*

The Electric King periodically casts purple daggers at you, similar to one of the Ice King's attacks. When the daggers shatter, gems come flying out! Collect these gems to replenish Spyro's health and breath energy as you continue to blast the Electric King with fireballs from afar.



*Fireballs rule!*

Like the Ice King, the Electric King has three health bars for you to erode. Just keep pounding him with fireballs from afar until he finally collapses, then enter the tower he was guarding.

# Walkthrough: Concurrent Skies

## AREA 10: CYNDER'S TOWER



*Your progress is auto-saved at this point.*

*Hold the elevator, please!*

Cynder awaits you at the top of her tower, but first you've got to get up there. A Cynder Commander locks

the tower's elevator when he sees Spyro approach—punish the commander for this evil deed.



*Smash the crystals to free the elevator.*

When the commander is no more, the locks he placed on the elevator disappear.

This allows you to smash the purple crystals that surround the elevator, which are holding it in place. Destroy each crystal to free the elevator, then hop

aboard to reach the next level of the tower.

*Are we there yet?*



The elevator eventually comes to a stop at a higher floor. More purple crystals become active, preventing the elevator from continuing upward. Wipe out all of the goons that attack you on this floor to make the crystals vulnerable, then smash the crystals to free the elevator again. Repeat this procedure each time the elevator comes to a stop until you reach the top of the tower, where Cynder awaits.

## AREA 11: BOSS FIGHT: CYNDER



**S**

**Note**

*Your progress is auto-saved at this point.*



### ***Ignitus!***

Spyro finds Ignitus at the top of the tower, imprisoned in a cage of pure electricity. Ignitus tells Spyro to destroy the crystal

below him, but before the young dragon can reach it, Cynder lunges forward and whips him away. The time has come to slay this vile dragon!

***Ow! No fair!***



# Walkthrough: Concurrent Skies

Cynder is one angry dragon, and the fight against Cynder can be brutal. Her attacks have a long reach—especially her wing and tail swipes—and they do plenty of damage. She's also quite fast and can rapidly close in on you. With all of these advantages, there's little point in fighting Cynder from range.

## *Earth bombs away!*

Hopefully you've upgraded Spyro's Earth Bomb ability, because if you have, this fight is a breeze! Simply nail Cynder with earth bombs to



keep her at bay and steadily erode her health. While the whirlwinds won't lift Cynder into the air, the constant damage they inflict will prevent her from moving. Just keep pounding Cynder with earth bombs until the fight is over!



**Tip**

*There are three spirit gems nearby. Smash them to recover Spyro's health and breath energy when they run low.*

## *When all else fails, jump!*

If Spyro runs out of breath energy, or if you haven't upgraded his Earth Bomb ability, then the best way to



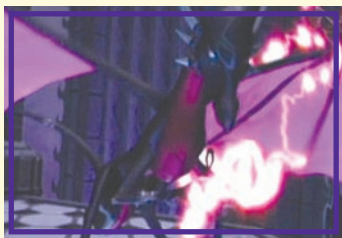
fight Cynder is up close. Simply jump into the air and punish her with Airborne attack combos. This works because most of Cynder's attacks are designed to hit you from a distance. Her close-range bites and claw swipes



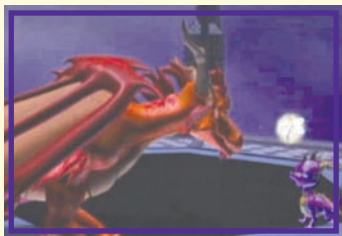
are nothing to fear so long as you remain airborne and keep up the pressure.

## *Ignitus Reveals the Truth*

*Seeing that the crystal was fully powered, Cynder decided not to waste time with Spyro any longer. After dodging one of Spyro's attacks, Cynder snatched up the crystal and flew off.*



*With the crystal gone, Ignitus' electrical prison soon vanished. The old dragon collapsed to the ground, weakened from the strain of being used to power the crystal. He crawled close to Spyro, who told Ignitus that he had seen something strangely familiar in Cynder's eyes.*



*Ignitus realized that it was time to tell Spyro the truth about the past. He finally admitted that the Dark Master's forces had captured one of the dragon*



## Walkthrough: Concurrent Skies

eggs during their siege on the temple—the same night that Ignitus fled with Spyro's egg all those years ago.

Confused, Spyro asked why the Dark Master would want to capture one of the eggs. Ignitus told Spyro that the Dark Master was torn—he wanted to destroy



the purple dragon, but he also needed the help of a dragon to release him from imprisonment. Only one that was born during the Year of the Dragon could open the portal that would allow the Dark Master to escape.

Ignitus explained that Cynder wasn't evil by nature—she had simply been twisted by the Dark Master's poisonous influence. It didn't matter, though—



Cynder was still an agent of the Dark Master, and she now had everything she needed to open the portal.

Suddenly, a violent impact shook the sky. Cynder was beginning to open the portal! Realizing there wasn't a moment to lose, Spyro took flight,



heading directly toward the growing portal. It was time to put an end to the Dark Master's meddling.

# Convexity

Convexity is a mysterious realm that acts as an airlock between Spyro's world and the Dark Realms beyond. Spyro must journey through this bizarre expanse and confront Cynder before she manages to free the Dark Master.

## Convexity Enemies



*Final Boss: Cynder*

## THE ROAD TO CYNDER



**S**

**Note**

*Your progress is auto-saved at this point.*



*This place is wild!*

Convexity is little more than a collection of floating platforms that wind around a large central arena, where the final battle

against Cynder occurs. Carefully jump and glide from one platform to the next, guiding Spyro toward the final conflict.



*Some of the platforms sink under Spyro's weight, but none of them will fall.*

**Note**

# Walkthrough: Convexity

## *Watch out for asteroids!*

Asteroids and strange-looking energy eels occasionally float in front of Spyro. Wait for these obstacles to pass by before continuing onward.



## *Use the jellyfish as platforms—they don't mind.*

The large jellyfish you encounter can be used as platforms. Jump on top of them as you navigate through this area.



## *Head for the highest floating platform.*

Bear left when you reach a fork in the trail. Continue jumping up the many stepped platforms ahead to reach a larger platform that floats on high in the distance—the



one that has lots of sharp points sticking down from it.

## *Aim for that jellyfish!*





From the high floating platform, you've got a great view of the central arena. Spyro can't reach the arena from here, but he can glide over to the platforms below and to the right of it. It's easy to spot these distant platforms—a jellyfish slowly glides back and forth between them.



**Note**

*Don't worry if you miss the distant platforms on your first attempt—you restart from the high platform if you fall.*



*Here I come, Cynder!*

After making the long glide to the distant platforms, the rest of the journey is a breeze.

Continue jumping from one platform to the next, using each jellyfish you encounter along the way as a stepping stone. Keep going until you reach the central arena, where Cynder awaits.

## FINAL BOSS: CYNDER

*Oh, no! We're too late!*



## Walkthrough: Convexity

Spyro catches up with Cynder just after she places the final crystal into the portal. He's too late! The portal will soon open, and the Dark Master will escape!

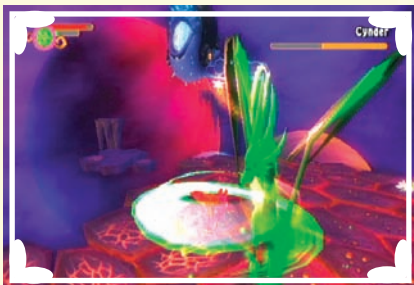
### *Earth bombs still work wonders against Cynder.*

The final fight against Cynder is much the same as the first one was. Cynder uses all the same attacks and a few new ones as well, and she's still very dangerous from long range. Likewise, Spyro's earth bombs are still the best way to keep her at bay and safely chop away at her health.



### *Stay airborne when fighting Cynder up close.*

Cynder can withstand a lot more damage this time around, and Spyro's earth bombs quickly drain away his breath energy. When Spyro runs out of breath energy, close in on Cynder and start thrashing her with airborne attack combos to inflict more damage.



*Use those spirit gems wisely!*

# THE LEGEND OF SPYRO™ A NEW BEGINNING

When Spyro's health falls below half, stop attacking Cynder and run to smash one of the three spirit gems in the arena. Replenish Spyro's health and breath energy, then repeat the attack pattern. Blast Cynder with more earth bombs from afar and then punish her with airborne attack combos.



*The spirit gems reappear each time Spyro dies. However, Cynder's current health bar also becomes refilled.*

**Note**



*That's one angry dragon!*

After you drain away Cynder's first two health bars, the fight changes. Cynder transforms into her ultimate state and begins bombarding Spyro with fireballs from on high.



*Quickly dodge after firing each blast.*

During this final stage of the fight, you're unable to move Spyro about as normal—you're restricted to strafing either left or right. Spyro's breath attack also changes—he now fires a purple blast that always hits Cynder, dishing out extreme damage. Keep moving to avoid Cynder's fireballs and blast her repeatedly with Spyro's new breath attack.

## Walkthrough: Convexity

*Your evil reign is over, Cynder!*

Once Cynder's third and final health bar becomes empty, the voice of Ignitus echoes in Spyro's mind: "Now it's time to unleash the true dragon within you!" Unleash a massive Fury attack that strikes Cynder over and over, defeating her at last.



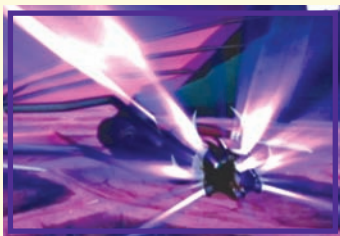
**Note**



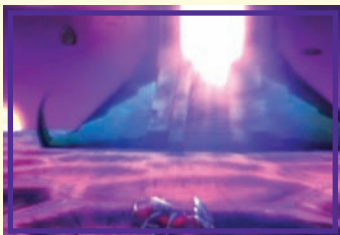
*Your progress is auto-saved at this point.*

### *The Legend Continues...*

Cynder collapsed to the ground, badly injured by Spyro's powerful Fury attack. Suddenly, Cynder's body began to glow with rays of bright light. She started to shrink, becoming as small as Spyro!

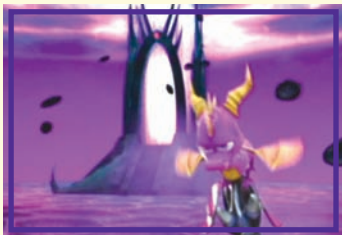


The portal to the Dark Master's realm was beginning to open, and it started pulling debris toward it like a giant vacuum. Exhausted, Cynder was unable to stop herself from being pulled into the portal.





Ignitus had told Spyro that Cynder was being corrupted by the Dark Master's vile influence—she wasn't actually born evil. Spyro knew he had to save Cynder from the clutches of the Dark Master. Valiantly, he flew into the portal and rescued her.



Unable to stop the portal from opening, Spyro made his escape from Convexity, carrying Cynder along with him. He had to return to the dragons' temple and tell Ignitus all that had happened.



Back at the temple, Ignitus praised Spyro for his heroic deeds. He also apologized to Cynder for failing to keep her egg safe from the Dark Master's



## Walkthrough: Convexity

*minions all those years ago. Volteer reminded Ignitus that all of the Guardian Dragons had failed, not just him.*

*Spyro thanked Ignitus for his kind words, but he was still worried about the Dark Master.*

*Spyro wasn't able to stop the portal from opening, and he*

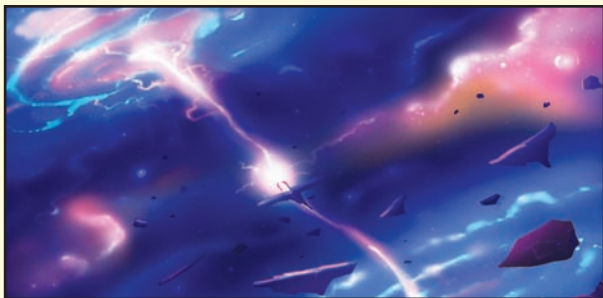
*knew the Dark Master could still escape. Ignitus told Spyro not to think about it—they would deal with the Dark Master when the time came.*



*Later that evening, Cynder found Spyro standing alone on one of the temple's balconies.*

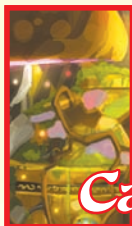
*He was watching the starry night sky, looking for any sign*

*of the Dark Master's approach. Cynder stayed and watched the sky with Spyro, and the two young dragons knew their troubles were far from over...*



# Secrets & Extras

There aren't a ton of secrets and extras in *The Legend of Spyro: A New Beginning*, but there are a few. And they're really good ones! Read on to learn all about each one.



*Spoiler Alert! This portion of the guide reveals all of the game's unlockable secrets and bonus content. Don't read this section if you don't want to ruin the surprise!*

**Caution**

## Ultimate Fury Attacks



By fully upgrading Spyro's primary and secondary breath abilities in any one category (fire, electricity, ice, or earth), you gain access to one of his ultimate fury

attacks. These are far more powerful than Spyro's standard fury attacks, easily capable of wiping out whole legions of goons!

## Completed Game Save

When you beat the game (and with the help of this wonderful guide, you will!), Spyro's end-of-game status is automatically saved for you. Load this completed game

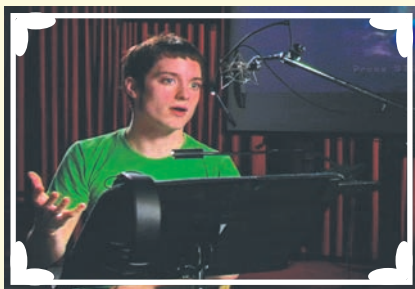
## Secrets & Extras

save to play through from the start again—with all of the breath abilities Spyro learned the first time through!



## Elijah Wood Interview

Once you beat the game, the "Extras" option appears at the main menu. Select this option to watch a cool interview with Elijah Wood—the voice of Spyro! After



watching the interview, ask yourself this tough question: who's cuter, Spyro or Frodo?

## Credits

Finally, you can also watch the end-of-game credits through the Extras menu...just in case you missed them the first time!

